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DAVE MIRRA FREESTYLE BMX, GRIND SESSION, SYDNEY 2000, FORMULA ONE 2000, TERRACON, DRIVER 2, SUPERMAN AND MORE!



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# Official NZ PlayStation Magazine 39

NOVEMBER 2000  
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EXCLUSIVE!

## STALKING WITH DINOSAURS

MAMMOTH REVIEW  
OF DINO CRISIS 2

SHOCKS GALORE!

## THE SECOND ANNUAL PSM READERS TOP 50

YOU'LL BE AMAZED AT  
WHAT YOU VOTED FOR!

LESS THAN  
A MONTH TO GO  
**PS2**  
LATEST INFO  
INSIDE



FIRST PREVIEW!

## WE MEET AGAIN MR BOND

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FORMULA ONE 2000 VS F1 CHAMPIONSHIP 2000 • 28 DAYS  
DRIVER 2 REVIEW • WIN A SCOOTER • SMACKDOWN 2 PREVIEW








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It's all in the mind.





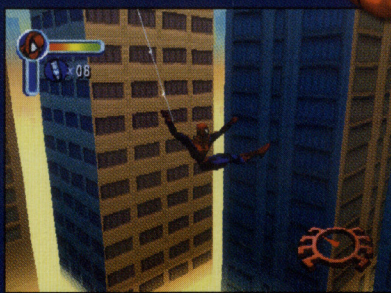
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OPM  
August 2000



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## Welcome to Official PlayStation Magazine

DON'T BUY BEFORE YOU TRY... DO EXACTLY THE OPPOSITE WITH OUR FABULOUS DEMO DISC.

Official Australian  
**PlayStation**  
Magazine 39

### ON THE CD



lip slide

#### DAVE MIRRA FREESTYLE BMX PLAYABLE

Knee-cracking aerobatics - with bikes! Achieve phat air by pedalling like a lunatic.



PlayStation



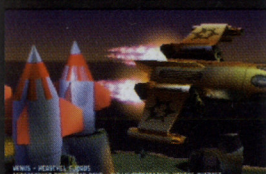
#### SYDNEY 2000 PLAYABLE

Eidos comes over all cardiovascular and gives you a run for your money.



#### FORMULA ONE 2000 PLAYABLE

Strap in, line up, and shoot off. "Eeeoooo" noises supplied.



#### TERRACON PLAYABLE

Save the world from total annihilation by totally annihilating everything! Welcome to bug-eyed ray gun fun.



#### MR DRILLER PLAYABLE

There are falling blocks everywhere, but this is no Tetris clone. Death is only ever a moment away...



#### DRIVER 2 VIDEO

The V8 growls, the tyres squeal. Life on the edge beckons. It can only be *Driver 2*.

#### SUPERMAN VIDEO

Watch how you will be able to make the red-panted Man Of Steel lay down the law.

#### DUCATI LIFE VIDEO

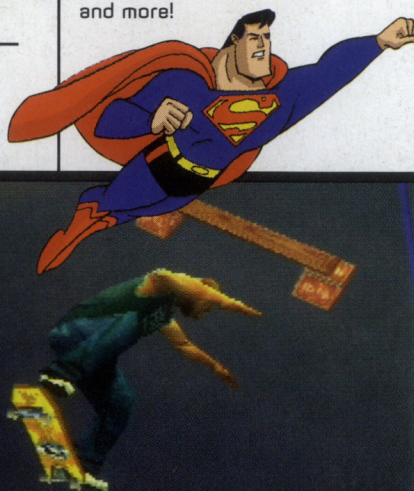
Feel the speed as your knees get scraped on the tarmac at 160mph.

#### LMA MANAGER 2001 VIDEO

Officially endorsed by the League Managers Association, the best soccer management game has spawned a sequel.

#### DOWNLOAD

The latest cheats to save directly to your Memory Card, including *Strider 2*, *In Cold Blood*, *Destruction Derby Raw* and more!



#### GRIND SESSION PLAYABLE

Stop playing with Mr Hawk and check out the latest offering from the world of extreme sports in this single and multiplayer demo. Totally gnarly etc...



## I can be a maniac

behind the wheel. Just give me a shopping trolley and I turn into the devil. So put me in charge of four wheels and a heap of horsepower and there's gonna be trouble. Which is why *Driver 2* is right up my litter-strewn, trashcan-laden alley. The chance to thrash and trash a Cadillac through the neon-soaked streets of Vegas is unbeatable. More than a simple sequel, *Driver 2* showcases so many new features that you have to check it out. Hit the freeway to page 58 for the first review.

It's too late for *Driver 2* to make our annual Readers Top 50, but there is no lack of quality in the 50 you voted for. A surprise number one, some thought-provoking choices, and a few shocking omissions from the list are just some of the thrills that await you in these 14 essential pages that start on page 36. Could you be the one that walks away with all 50 games? That might just be your biggest surprise of all.

And finally, I can't let my meagre word allowance pass without devoting a few to the launch of PS2. At last, the end is in sight and there's no doubt it's going to be well worth the wait. When all the media anti-hype about price and availability has subsided, we'll just be left with the best new console in the world and the greatest games ever seen. We've started reviewing titles ready for next month's issue and we're having a ball. Our next issue goes on sale a week before the machine itself and will feature every pre-launch detail you need to know.

In the meantime, with games like *Driver 2*, *Dino Crisis 2*, *WWF SmackDown 2*, *The World Is Not Enough* and *Spyro 3*, this month is hardly going to drag by.

*Rob Pegley*

Rob Pegley  
Editor



See page 94 for full playing instructions.



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## Subscriptions - Australia only

Official PlayStation Magazine  
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Official PlayStation Magazine is published by ACP Publishing Pty Limited, ACN 053273546. Head office: 54 Park Street, Sydney NSW 1028. Phone + (02) 9282 8356. Fax (02) 9282 8862. Printed by Offset Alpine Printing, 42 Boorea Street, Lidcombe NSW 2141. Colour separations by ACP Colour Graphics, 54 Park Street, Sydney NSW 1028, Australia. Distribution by Retail Delivery Service 75-79 O'Riordan Street, Alexandria NSW 2015. Phone + (02) 9353 9911. The 'PS' logo and 'PlayStation' are trademarks of Sony Computer Entertainment Inc. © Copyright 1999 All rights reserved. Official PlayStation Magazine accepts no responsibility for loss or damage of unsolicited contributions.

## Planet PlayStation



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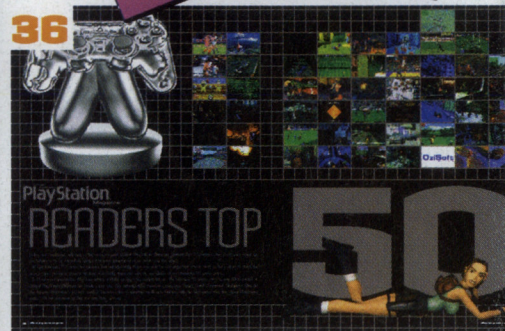
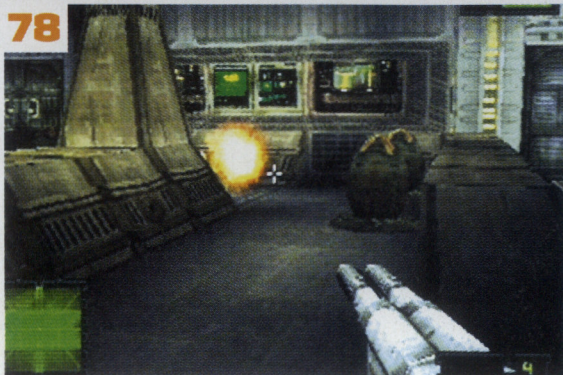
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# 50 THE WORLD IS NOT ENOUGH EXCLUSIVE PREVIEW!

THE SECRET AGENT IS BACK  
WITH NOT-SO-SECRET CARS,  
GADGETS AND GIRLS...



## FEATURES

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# [PLANET PLAYSTATION]

PlayStation

IF IT'S ABOUT  
PLAYSTATION AND IT  
HAPPENED THIS  
MONTH, THEN IT'LL BE  
IN THE NEXT 29  
PAGES...

# PS2

update

## Shop 'Til You Drop

MASSIVE GAMES SELECTION AVAILABLE FOR PS2 LAUNCH

**S**ony has announced that at least 33 games will accompany the PlayStation2 on shop shelves on launch day November 30. A further 63 PS2 titles should be available by the end of next March. It is the largest ever library at launch by any new games platform.

The bad news is that Sony has warned that demand for PlayStation2 consoles will far exceed supply. Chris Deering, President of SCEE, said: "We are launching PlayStation2 simultaneously in 17 territories, with more than three times the number of units than when we launched PlayStation in 1995," he said. "We will have around 500,000 units of PlayStation2 during the initial launch period, 1,000,000 units are planned to be produced by the end of December 2000 and 3,000,000 by the end of March 2001. Even so, indications are that demand will far exceed initial supply."

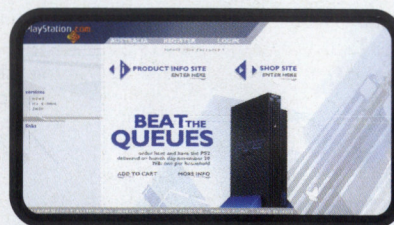
Mr Deering added, "For the first time there is a system that has a massive range of new software titles, can play DVD movies, is engineered for connectivity to lead the broadband revolution and has the capability to play more than 900 software titles already available on PlayStation."

Sony is extremely pleased with the range of software available in the first few months of the PS2's release. "Our software line-up demonstrates just how far studios from Europe, North America and Japan have been able to push the system in what has been a relatively short development time," Mr Deering said. "During the next few months consumers will see even more showcase groundbreaking PlayStation2 titles, as developers build on their expertise, whilst striving to add innovative new features, immersive gameplay elements and compelling storylines to all future releases."

### "It is the largest ever library at launch by any new games platform"

Over 200 titles are currently in development for PS2, from developers including Acclaim, Activision, Capcom, Crave, Eidos, Electronic Arts, From Software, Infogrames, Interplay, Kemco, Koei, Konami, LucasArts, Microids, Midas, Midway, NAMCO, Squaresoft, Rage Games, Rockstar, SCI, Swing, Take2, Tecmo, THQ, Titus Interactive, Ubi Soft and Virgin Interactive.

Meanwhile, Sony is working feverishly on the new playstation.com.au Web site, which will enable PlayStation fans to pre-order a PS2 to make sure they get a console on launch day. You will also be able to buy games and DVD movies, with no delivery charges!



Beat the queues and order a PS2 on-line, plus dozens of games in the biggest console launch ever.





# Great Gran

POLYPHONY REVS UP THE NEXT GRAN TURISMO

Forget *GT2000*, the next game in the superlative *Gran Turismo* series will be called *GT3 A-Spec*. The game's name change highlights the fact that Polyphony is not merely producing an update to *GT2* but an entirely new beast. The game is surely the most eagerly awaited of the initial wave of games to arrive with PS2, and if our exclusive play at Sony HQ is anything to go by, the hype is wholly justified. Featured in the demo was the Laguna Seca raceway that appeared in the initial demo from Japan, plus a playable version of Trial Mountain, which was just as jaw-clanging as Laguna Seca was the first time we played it.

Although all 150 cars available in the final game weren't on show, there were enough to satisfy the most ardent of racing fans, including the mighty Subaru Impreza.

The creator of *GT*, Kazunori Yamauchi, insists that, "Lots of details have changed [since the game was last on show], such as textures, AI and the physics models... The course graphics have also steadily improved."

At the ECTS show in London, *PSM* got the opportunity to try out the newly unveiled steering wheel, designed specifically for *Gran Turismo*. Sensitive it certainly is, and with force feedback kicking in round the corners, it feels as close to anything we have ever experienced to driving a real car. *GT3* is due for release early 2001.



*GT3 A-Spec's* creator, Kazunori Yamauchi, is obsessed with automobiles... He drove the cars you'll hear on the soundtrack.

# Shoot 'Em Up Time

EIDOS PS2 LAUNCH TITLE A BLAST

The makers of the highly acclaimed Nintendo 64 version of *Goldeneye* are adding the finishing touches to Eidos' first-person shooter, *Timesplitters*. It will be released alongside Sony's next-gen console on November 30.

The game features several modes of play, each focusing on fast and explosive shooting action. Brilliantly, you will be able to team up with a friend and blast your way through hordes of enemies in a cooperative Story mode. You'll be able to cover your mate's back as he sprints across open ground, or draw fire so he can sneak past an unsuspecting enemy to set up a crossfire.

You can also play alone or cooperate with computer teammates to tackle the Timesplitters. These good-for-nothing bunches of trans-dimensional aliens force you to fight for their sick and twisted pleasure. They've nabbed various characters from Earth's history (though curiously they've chosen the 1935-2035 period, so expect a mix of familiar and futuristic opponents) and pitched you against them in arena-style battles. But the storyline can go hang when it comes to first-person mayhem. Far more excitingly, Free Radical Design reckons its various multiplayer modes will run at a whopping 60 frames per second, enabling up to four human players to butcher each other glitch-free.

Death Match will be a straightforward killing spree, where the person with the most kills reigns victorious. Last Stand will not employ a time limit; instead you'll only need to kill your opponent once to eliminate them. *Timesplitters* will also feature a series of Capture The Flag and Escort scenarios.

There will be more than 60 playable characters and a string of good-looking environments inspired by B-movies. "*Timesplitters* may well be one of the first great shooters for the PlayStation2," Eidos director Mike McGarvey boasted to *PSM*.

Generously Free Radical Design will also chuck in a mapmaker, which will enable you to combine hallways and rooms, as well as external locations, to create unique levels.



*Timesplitters*, Eidos' very lovely first-person shooter, features super-sharp graphics and an ultra-fast frame rate.

## BYTES

Driver developer Reflections is working on a new PS2 racer called *Stuntman*, inspired by the break-neck vehicle stunts that are a staple of Hollywood blockbusters.

*Herdy Gerdy* is like nothing you've ever seen. Developer Core says the game is an adventure, but gameplay is centred around herding and flocking. The character is Gerdy, a young shepherd, and herding the creatures that inhabit the world is done using musical instruments, which Gerdy wins from characters he meets along the way.

Activision has announced some exciting additions to its PS2 line-up. *Tony Hawk's 3* will follow the success of the two earlier PlayStation incarnations, while *Matt Hoffman's Pro BMX2*, *Kelly Slater's Pro Surfer* and *Shawn Palmer's Pro Boarder Cross* have been chalked up for development, notching up 12 games on its PS2 release schedule. It has also announced two *X-Men* titles, a fighting game and an action-RPG.

The third instalment of Codemasters' *Music Creation* software has been announced for PS2, and Codemasters is aiming to produce the most user-friendly version yet, with more high-quality samples than anyone could possibly need. Screenshots show clean graphics and a PC-style interface.

Making the leap from coin-op to console, Namco's PS2 version of bike racer *Moto GP* is due for release soon after the launch of the new console, and it's looking mighty fine. With the option to race 125, 250 and 500cc machines, it's packed to the gunwhales with super-sports bikes, and features some incredibly detailed reproductions of existing racetracks.

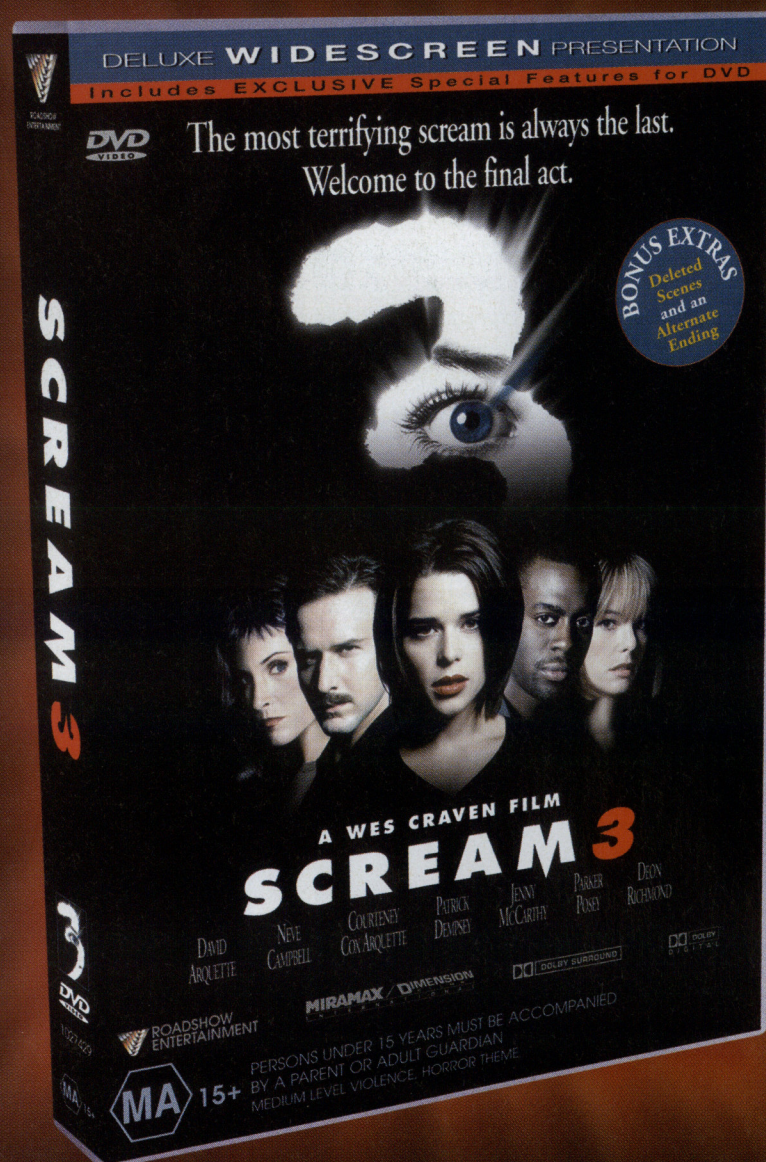
A sci-fi shooter-come-adventure, *Project Eden* is one of the PS2's most ambitious titles. With a gritty near-future look, controllable robots, a multiplayer mode, first and third-person viewpoints and a four-player split-screen fragfest planned, the game looks a treat.





The most terrifying  
**SCREAM**  
is always the last.

Welcome to the  
Final Act on **DVD**  
VIDEO



### Special Features include

Interactive Menus

Dolby Digital 5.1 Surround Sound

Biographies - Cast & Crew

Commentary Track

Deleted scenes

Alternate Ending

Theatrical Trailers

Music Videos

Behind The Scenes Montage

Outtakes

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# Solid Gold

NEW METAL GEAR SOLID 2: SONS OF LIBERTY FOOTAGE

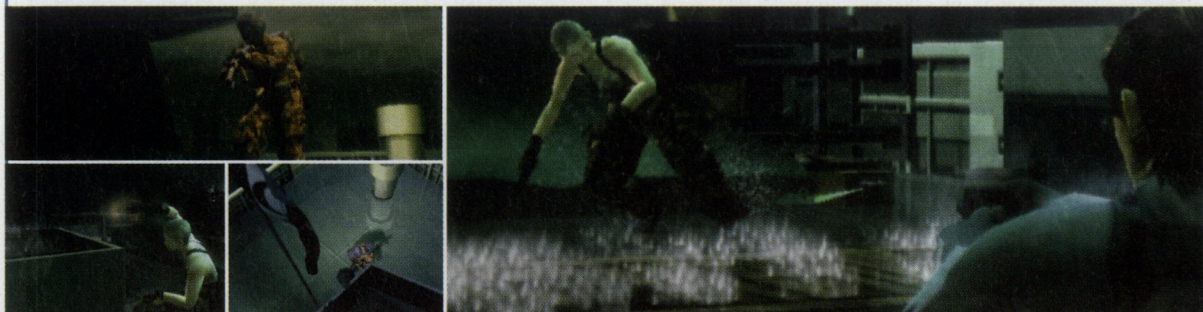
At the ECTS show in London last month, *PSM* was treated to something really special: new *Metal Gear Solid 2* footage. An exclusive trailer containing two minutes' worth of fresh animation and in-game action was shown. It went something like this...

It's a wet, misty evening. The camera settles on a steady stream of cars crossing a huge suspension bridge. We spy a man mooching along beside the tarmac. He is smoking a fag. Taking a final lug, he flicks the butt aside and, without warning, breaks into a pounding run. As he nears the edge of the bridge, he hooks on a bungee line and throws himself off. We catch a glimpse of him as he falls: it's Snake, clad in Stealth Suit. He plummets down towards a ship passing below the bridge; we realise it's the same ship we saw in the E3 demo.

At this point, we're treated to shots of Snake breaking into bulkheads, climbing ladders and shimmying through air-vents. The view switches to a room full of masked terrorists; Snake dives silently

past them. Next, we see his targeting heads-up display in action, as he zeros in on a terrorist. A gunfight ensues. It's here that you begin to grasp the sheer level of detail involved. Objects in the environment have momentum; they have mass-properties all their own. Doors grind slowly open, pick up momentum, then bounce back a little as the hinges reach the limits of their swing. As if to emphasise this ultra-realism, we see a shot of Snake emptying round after round into his opponents, his entire frame juddering from the gun's recoil. Damn, this is good.

The choral techno in the background is reaching a thunderous crescendo, and the scene cuts back to Snake's initial contact with the ship. We see a panning shot of Snake dangling from his bungee. As the boat passes below he flies along a walkway before cutting his line and dropping gracefully to the deck. A twist, a backflip, and like smoke in the wind, he's gone. Cue credits. Whew.



He smokes. He bungee jumps. He climbs ladders. He shimmyes through air-vents. There's nothing Solid Snake can't do...

## Eidos Wants Your Blood

THE SOUL REAVER IS BACK



Raziel, vampiric star of *Soul Reaver*, is returning for another nibble in *Soul Reaver II*. The plot is similar to that of *Soul Reaver* – it's Raziel's task to hunt down and destroy Kain, the villain of the first game in the *Legacy Of Kain* series. Along the way, he's set to uncover a few nasty home-truths, as well as the mystery surrounding the history of Nosgoth, and how it ties in with the extinction of the once-proud vampire clans.

The plot is where the similarities end though. For starters, loading times will be but a bad memory, as *Soul Reaver II* uses a system of continuous data-streaming to keep the action chipper and fluid. Raziel also gets to carve his way through the undead hordes with a fresh-faced selection of weapons designed especially for the game.

The gothically-inspired plot sets Raziel toe-to-toe with hordes of new enemies including spirits, demons, humans and even – eek! – vampire hunters. The dual-plane game device from *Soul Reaver* that enabled Raziel to travel between the spirit and material worlds is in place too, so you'll be able to hop between the dimensions like a demonic day-tripper. And with tons of new pupil-popping spells to cast, it should be a visual feast.

## Door To Door Hitmen

THE BOUNCER LEAPS ONTO PS2

Square has announced that its most highly anticipated PS2 title, *The Bouncer*, will be released in PAL territories early to mid next year. The game stars three bouncers who work at the Fate Bar, a watering hole close to the Mikado Building, and the headquarters of the Mikado Group, an evil corporation.

The trio of doormen, Sion, Kou and Volt, befriend a 15-year-old girl called Dominique after she helps Sion who falls outside the bar. The mysterious young girl becomes a mascot for the place, but is kidnapped by agents of the Mikado Group. The three bruisers embark on a mission to rescue her. On the way they find out more about her dark past and that of the Mikado Group.

The game is described as a fighting-based action/adventure with role-playing elements and will ship on DVD. Dream Factory (responsible for *Tobal*) is handling the fighting elements, so gamers can expect plenty of action. However, the RPG tag means Square will offer a highly developed storyline and characters.

A multiplayer Versus mode will be included, but Square is keeping tight-lipped on the number of players that can join in the fun.



Don't forget your ID... The beefcakes in *The Bouncer* mean business.

## PS2 Line-up

### LAUNCH TITLES

Tekken Tag Tournament (Sony)  
Ridge Racer V (Sony)  
Fantavision (Sony)  
FIFA 2001 (EA)  
Timesplitters (Eidos)  
F1 Racing Championship (Ubi Soft)  
Rayman Revolution (Ubi Soft)  
Disney's Dinosaur (Ubi Soft)  
SSX (EA)  
Summoner (THQ)  
ESPN International Track & Field (Konami)  
International Superstar Soccer (Konami)  
Smuggler's Run (Rockstar)  
Midnight Club (Rockstar)  
Kessen (EA)  
X Squad (EA)  
AquaAqua-Wetrix 2 (SCI)  
Wild Wild Racing (Rage)  
Theme Park World (EA)  
Formula One Championship (EA)  
Dynasty Warriors (Ubi Soft)  
Evergrace (Agetec)  
Eternal Ring (Agetec)  
F1 World Grand Prix (Konami)  
Gradius (Konami)  
Madden 2001 (EA)  
NHL 2001 (EA)  
Pro RC Revenge (Acclaim)  
Ready 2 Rumble Round 2 (Midway)  
Silent Scope 2 (Konami)  
Super Bust A Move (Acclaim)  
Swing Away Golf (EA)  
Type S (Square)  
Top Gear Daredevil (Kemco)

### POST LAUNCH

Cool Pool (Take 2)  
Dead Or Alive 2: Hardcore (SONY)  
Fusion GT (Crave)  
Street Fighter EX3 (Capcom)  
Ninja Gaiden (Tecmo)  
F1 Championship Season 2000 (EA)  
World Destruction League (3DO)  
ESPN X Board Snowboarding (Konami)  
International Track & Field (Konami)  
H30 Surfing (Take 2)  
NBA 2001 (EA)  
Orphen (Activision)  
Armoured Core 2 (Agetec)  
Drakan (Sony)  
Dropship (Sony)  
WCW 2000 (EA)  
Oni (Rockstar)  
Reiselled (Konami)  
Rayman Revolution (Ubi Soft)  
Stunt GP (Titus)  
**THE BEST OF 2001**  
Moto GP (Sony)  
Formula One 2001 (Sony)  
GT3 A-Spec (SONY)  
Unreal Tournament (Infogrames)  
The World Is Not Enough (EA)  
Star Wars: Starfighter (LucasArts)  
Knockout Kings 2001 (EA)  
Herdie Herdy (Eidos)  
Dark Cloud (Sony)  
Donald Duck: Quack Attack (Ubi Soft)  
Gunslinger (Activision)  
Tony Hawk's Pro Skater 3 (Activision)  
Final Fantasy X (Square)  
Final Fantasy XI (Square)  
Metal Gear Solid 2 (Konami)  
Wipeout Fusion (Sony)  
Star Wars: Super Bombad Racing (LucasArts)  
The Bouncer (Square)  
Star Wars: Obi Wan (LucasArts)  
Silent Hill 2 (Konami)  
Project Eden (Eidos)  
Age Of Empires II (Konami)  
Oddworld: Munch's Oddysee (Infogrames)  
Dino Crisis 3 (Capcom)  
Tenchu 3 (Activision)  
MDK Armageddon (Virgin)  
Hidden And Dangerous 2 (Take 2)  
RoboCop (Virgin)





## BYTES

Virgin's *Lotus Challenge* gives you the chance to drive any Lotus model, pull off movie-style stunts and play tag through busy traffic. The game mixes stunt, race and real-life situations with precision physics that'd make Newton weep with pleasure.

Shiny's wacky and violent blaster *MDK2* is heading to PS2. The bizarre shooter, starring Kurt Hectic and his cyborg dog Max, will be making an appearance in *MDK Armageddon*.

Developer Acclaim has announced it has dumped the Ferrari licence along with the planned PS2 game *Ferrari 360*.



Midas has told us of plans to publish a sequel to the traditional beat 'em up, *Dynasty Warriors*. The game engine is something of a departure from the original format and sees you take control of one of a host of fighters in a 3D mass battle. The Japanese code acquired by PSM is a hack and slash affair that sees you taking on up to 20 foes at once as you wander across huge battlefields.

Fans of the only boxing game to ever display a true Afro can rejoice as Midway's *Ready 2 Rumble Round 2* is coming to PS2! The sequel to last year's popular title, the game is an over-the-top, arcade-style, no rules slug-fest with highly realistic and stylised characters. Better graphics, more moves and plenty of combos are promised.

Rumours that monster multiplayer shoot 'em up *Quake III Arena* is coming to PlayStation2 abound, with Electronic Arts in the frame as publisher.

A real mixed bag of gameplay elements makes *Dropship* by Studio Camden – developer of *Team Buddies* – one to watch. The epic war game will employ a variety of missions from stealth and surveillance tactics to escort and patrol.

*Cool Boarders 2001* is coming to PS2. The fifth instalment of the hugely popular snowboard series will receive the full PS2 overhaul, so expect significant improvements to those ice crystals.

## Lara: My Drugs Shame

THE NEXT GEN ADVENTURES OF CRAFTY CROFT

PSM has uncovered more details of Core Design's plans for Lara on PS2 – it has emerged that the way you play the game will "affect the type of Lara you build", according to Adrian Smith, operations director at Core Design.

The move to next generation consoles signals a new beginning for the *Tomb Raider* saga. In fact the game "may not be called *Tomb Raider* at all", Smith told us.

Excitingly, Lara's abilities are alterable so if she stumbles down a pathway, she will carry injuries which manifest themselves as a limp. These injuries may negatively affect Lara's hidden statistics. Fortunately you can also improve these unpublicised attributes, Smith told us. By encouraging Lara to run she will become tangibly more proficient at running. Make her climb a lot and she'll become a better climber. "In the later levels you may need honed skills to reach secrets or to get through a certain doorway," Smith confided to PSM.

There will be far more emphasis on the psychology of Lara and how she adjusts to normal life on her return from raiding tombs. "I'm not saying this is necessarily the case, but it could be she becomes an alcoholic or starts taking drugs – the possibilities for her are endless," Smith speculated.

Core will take advantage of the PS2's on-line capabilities to post constant updates to the story, character bios and even "playable snippets," according to Smith. The on-line aspect will combine with self-sufficient instalments of the *Tomb Raider* videogame to generate what is being called "episodic gaming".

That means you'll be able to regularly download new playable

game episodes that hook onto the main title and feed into a wider "world of *Tomb Raider*".

"The first game will represent the first few chapters of the *Tomb Raider* book, which was written by a professional script-writer," Smith said, adding, "Lara will be plunged into a very different lifestyle."

The exploration of Lara's psyche will be coupled with the introduction of "several new characters," Smith told us. "You will play as a few of them – we even toyed with the idea of starting the game with another character and introducing Lara later on."

Mr Smith kept his cards close to his chest as to the plot, referring once again to the flexibility of the episodic format: "The start of the war, for example, could have been caused by something linking to a bigger picture," he suggested. More news as we get it.



Feast your eyes on the first genuine piece of Lara Croft imagery for PS2 lads...

## Midnight Cowboys

LAUNCH GAMES FROM THE MAKERS OF GTA2



Rockstar, the team behind *Grand Theft Auto 2* and *Thrasher*, is going hell for leather on the PS2 front. Its first two titles – *Midnight Club* and *Smuggler's Run* – are both racing games and employ the same slick engine, but for very different purposes. Rob and Jeromino, Rockstar's spokesman and the games' producer, told us what they're about.

"*Midnight Club*'s based on illegal Japanese road racing," Rob told us. "Basically, it's about this group of guys – The Midnight Club – that race around the city at night in souped-up cars."

The sense of atmosphere is fantastic. There are, of course, a whole slew of cars available, and a bunch to unlock as you play through the Story mode. Graphically, it's beautiful. There are some incredible reflection effects, and the detail is stunning.

*Smuggler's Run* is easily as impressive. As the eponymous smuggler, you burn across the American countryside to collect and offload illicit goods. "We wanted to create something that was fun and, you know, a bit bad," says Jeromino. Visually, it's incredible. As it's a very free-form affair, there are no set roads that you're forced to drive down. You'll be bouncing over hills, tearing through vales, and ploughing through Mexican border towns.

## Guns And Gangsters

LOCK, STOCK AND PLAYSTATION2

The slew of Cockney gangster movies that have terrorised cinemas since *Lock, Stock And Two Smoking Barrels* have now inspired what could be PlayStation2's best-looking game. Studio Soho, developer of *Total NBA*, is making a London-based crime caper game called *The Getaway*.

The developer has painstakingly mapped more than 50 square kilometres of the English capital to create the feel of running and driving around a real city. You will be able to steal any car, run anywhere and enter any building you want.

The story unfolds regardless of what perspective you play – an embittered police detective or a professional criminal.

A Hollywood script-writer, art directors and actors are all being hired to give an authentic movie-style to the game. While comparisons with *Driver* are inevitable, developers say the game will be 60 per cent driving and 40 per cent third-person action.

Isn't that the getaway van from *Lock, Stock And Two Smoking Barrels*?





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**BREAKFAST** put him on a good wicket.

you've gotta be  
**Made Of MILO**





## screenetest

Dr Hollywood is knocking. Let the man in, please...

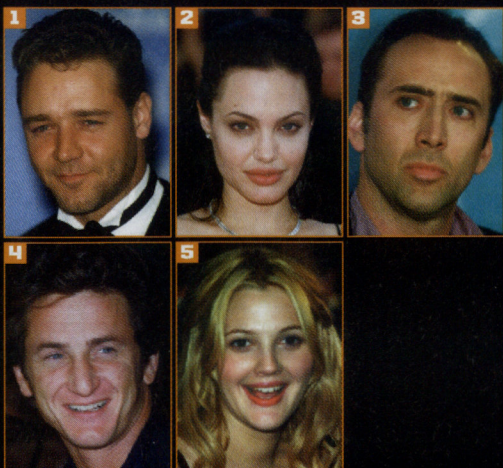
# Metal Gear Solid

→ **Director**  
Brian De Palma

→ **The Plot**  
Stretching over both games, what you get is two for the price of one, the first truly epic action movie. The first third will introduce the characters and deal with events up to the end of the first game, then the action shifts to New York, a few years later, with Liquid Snake's fate being more ambiguous than at the end of the first game and Foxhound gearing up for a dastardly act of urban terrorism.

→ **The Pitch**  
It's *Die Hard*, *Mission: Impossible*, *Bond*, and, err, *Under Siege*...

→ **Green Light or Development Hell?**  
Green Light. Simultaneous biggest home videogame ever and major summer blockbuster movie release, anyone? Hey, why not even show the trailer in cinemas - only mix and match the PS2 game/movie footage? Plenty of great 'bad' characters (a few with supernatural touches), De Palma can do all-out action (*Mission: Impossible*) as well as pretty, arty camerawork (*Sneak Eyes*), and Crowe is emerging as a new 'intelligent' action hero, with class, charisma and toughness to spare. Plus movies are much better suited to those off-topic blethers about the nature of humanity and the evil of war and all that. Take all the best bits from the spirit of *Manga*, mix in all we know about good action movies and if that's not good enough, they could also release it as DVD only, and then it'd just be a case of swapping discs...



→ **The Cast**

1. Solid Snake - Russell Crowe (*Gladiator*)
2. Mei Ling - Angelina Jolie (*Tomb Raider*)
3. Liquid Snake - Nicolas Cage (*Face/Off*)
4. Revolver Ocelot - Sean Penn (*The Thin Red Line*)
5. Sniper Wolf - Drew Barrymore (*BT*)

# Vampire Slayer

ACTIVISION SINKS ITS FANGS INTO BLADE



**T**he HammerHead development team, responsible for the highly-acclaimed *Quake II*, is nearing completion on a game based on action-flick *Blade*.

The game, simply called *Blade*, is a third-person action/adventure based on events preceding the film. Many of the locations featured in the game will be familiar to fans of the dark movie, and the developer has focused its attention on atmospheric graphics and bloodthirsty action.

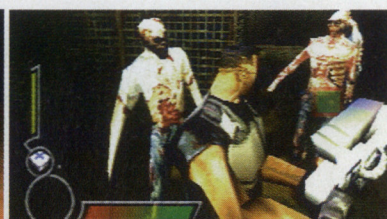
Blade is half man, half blood-sucker and a tad more convincing than Sarah Michelle Geller. In the game you'll battle through 21 environments, including the Gothic City Museum and city sewers, until you reach the heart of the vampire tribes - the House Of Erebus. There are 34

different kinds of creature to fight, ranging from the fat cop collaborator to the Night Beast, a particularly foul zombie sort.

You'll be able to collect and use a mighty arsenal of weapons, including swords, all manner of guns and a clutch of grenades. There'll also be an auto-aim facility to make targeting easier.

Blade, who also stars in a Marvel Comics series, is an expert martial artist, and you'll need to master all his moves to rescue best mate Whistler from the grip of the Vampire Overlords.

*Blade* is due before Christmas.



Think *Buffy The Vampire Slayer*. Think Wesley Snipes. Now think *Blade*... Got it?

# SMELL THE FEAR

FEAR EFFECT: RETRO HELIX EXCLUSIVE SHOTS

**K**ronos, the team behind *Fear Effect*, is currently at work on a prequel - *Retro Helix*. We've managed to get our hands on some exclusive shots of the game this month.

*Retro Helix* explores the pasts of the three main characters, Hana Tsu-Vachel, Royce Glas and Jakob Decourt. It also introduces a new character, Rain Qin.

Steeped as heavily in Chinese myth as


the first game, *Retro Helix* deals primarily with the search for Rain's twin-sister, Mist. Her trail will send you across the world piecing together clues.

The game also features a new range of weapons, and boasts over two hours of story-telling cut-scenes. And if they're anything like the clips in the original game, then we're expecting some nail-biting cinematics.



If the cinematics in the first game are anything to go by, *Retro Helix* should be a looker.





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# orient express

Latest news from the streets of Tokyo...

## Everybody Wants One

PSONE FLIES OFF THE SHELVES WITH FINAL FANTASY IX



The number of PlayStation2's being sold in Japan at the moment is phenomenal but let's not forget PlayStation and its ultra-cute revamp the PSone. Latest figures for the new unit are over a quarter of a million sold in the first three weeks.

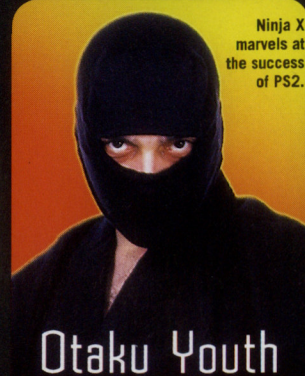
Interestingly, our Akihabara spies report that more lady Otaku than usual have been picking up the unit... PSone has been specifically designed to appeal to less hardcore gamers and the strategy appears to be working.

Another reason for the increase in demand must surely be the bag of tricks that is *Final Fantasy IX*. The latest instalment of Square's smash hit series has proved more popular than ever, posting sales of 2.6 million in the first 24 hours of release – a world record for videogames. At the last count 3.5 million copies had been sold and our Akihabara spies were quick to notice that people have been stumbling from game shops

clutching both *FFIX* and the new PSone. Attractive bundle packages clearly appealed to fans of the RPG, not to mention leading-edge gadget freaks.

Japan seems to be taking the possibilities of portability seriously, and it can only be a matter of time before someone is caught in the middle of a Tokyo traffic jam fiddling about with Adelbert Steiner.

Music is another vital factor that contributes to the *Final Fantasy* series' immense popularity. Let's face it, the tunes in RPGs have to be catchy so people don't get bored to tears during the 80 odd hours they're exposed to them. The *FF* musical troupe pull this off episode after episode and *FFIX*'s closing theme, *Melodies Of Life* by Emiko Shiratori, is no exception. Released as a single in Japan, it's a sure-fire chart hit with the full *FFIX* soundtrack soon to follow. The musical style? Spellbinding... Check out Square's PlayOnline Web site ([www.playonline.com](http://www.playonline.com)) for MP3 files galore.

Ninja X  
marvels at  
the success  
of PS2.

## Otaku Youth

Five months since its launch, PlayStation2's scoring some serious sales in Japan. Latest reports are that the new console's currently resident in a whopping 3.5 million Japanese homes. To put this into perspective, PlayStation2 is being swiped from the shelves at four times the rate of PlayStation at the same stage in its life cycle.

Obviously this has caused a few technical problems as the factories are churning flat out 24 hours a day just trying to keep up with demand. But the most interesting statistic is that 30 per cent of people buying the console did not previously own a PlayStation. Is the hardcore gaming Otaku a dying breed? Or are we witnessing the true acceptance of gaming into mainstream entertainment culture? Let's hope so. There are a massive 400 PS2 games currently in development, so there'll be plenty for people to batter their fingers with. Indeed, Sony estimates it will have sold 100 million PlayStations by next year. And that's before GScube weighs in with e-cinema. To convergence and beyond...

### Dynasty Warriors 2

Developer: Koei

Japanese release: Out now

Local release: Not announced



As with Koei's *Kessen*, *Dynasty Warriors 2* is set on the battlefields of medieval Japan and is strategy based. But this time they've packed in some action, too. Based on the classic Ming Dynasty novel, *Romance Of The Three Kingdoms*, the game sees you taking control of an army numbering thousands, hell-bent on decimating the opposing force. Though strategy plays a large part in the game, the joy is actually getting in to the thick of the fight and whacking the enemy yourself.

### Gun Griffon Blaze

Developer: Capcom

Japanese release: Out now

Local release: Not announced



More mech warrior madness from the developers at Game Arts. The 501st Japanese Foreign Legion troop are on the rampage across a war torn US. Taking the reins of your robot, High Macs III, you stomp through missions across the globe including Guam, Greece and Egypt. The game features four levels of difficulty, combined with a dual levelled control system which gives it plenty of scope for the beginner and the expert alike. Blowing up the Space Shuttle at Cape Canaveral is an absolute delight, too.

### Sunrise Hero R

Developer: Sunrise Interactive

Japanese release: Out now

Local release: Not announced



Mountains of metal with the rivets in all the right places go down a treat with gamers – a hangover from the glory days of *Transformers*. *Sunrise Hero R* is the biggest and baddest of these with 120 'bots and 150 characters culled from 22 anime series. With much more of a strategy bent than the majority of mech warrior games, *Sunrise* takes place on a mysterious planet covered in clouds. Below lie as yet unexplored lands and as you descend through the nimbus first contact is made. Cue epic battles.



## Dengeki Charts\*

### Top 5 – Eagerly Awaited

1	Dragon Quest VII	(Enix)
2	Final Fantasy X (PS2)	(Square)
3	Onimusha (PS2)	(Capcom)
4	Metal Gear Solid 2 (PS2)	(Capcom)
5	Tales Of Eternia	(Namco)

### Top 5 – Sales

1	Final Fantasy IX	(Square)
2	Dual Monsters III	(Konami)
3	Digimon World 2	(Bandai)
4	Jikkyu Powerful Pro Baseball 2000 (Konami)	
5	Beatmania Best Hits	(Konami)

### Top 5 – Readers' Favourites

1	Final Fantasy IX	(Square)
2	Dual Monsters III	(Konami)
3	Jikkyu Powerful Pro Baseball 7 (Konami)	
4	Persona 2: Eternal Punishment	(Atlus)
5	My Summer Vacation	(SCEI)

\*Charts supplied by Dengeki PlayStation, Japan's top-selling PlayStation magazine





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## BYTES

Ubi Soft will publish Kemco's *Batman Of The Future: Return Of The Joker* on PlayStation, and it will be released in May 2001. The game is a tie-in with the popular animated series. Ubi Soft is promising "ninja-style action" with a plotline similar to that of the straight-to-video animated movie of the same name. Using high-tech gadgets, Batman will face the usual array of clue-dropping arch criminals.



Electronic Arts is the lucky publisher in the frame for a series of games based on J.K. Rowling's hugely popular *Harry Potter* books. The first game's due out at the end of next year and will be based on *Harry Potter And The Philosopher's Stone*, the opening novel of the seven-volume series.

A new multi-discipline fighting game is set for release on PlayStation. The game, *K-1 Fighter Grand Prix*, is based on a real Japanese event where experts in karate, kung fu, kickboxing and the like gather to knock hell out of each other.

Alien fiends are roaming the world disguised as vampires and werewolves, freaking everyone out and ripping them to shreds while they're at it. That's the story behind the new game from developer Red Lemon, *Roswell Conspiracies: Aliens, Myths & Legends*. The game, released by Red Storm (which has just been swallowed by Ubi Soft), is based on a US children's cartoon show of the same name and features a mix of first and third-person action pitting you against the probe-happy alien hordes.

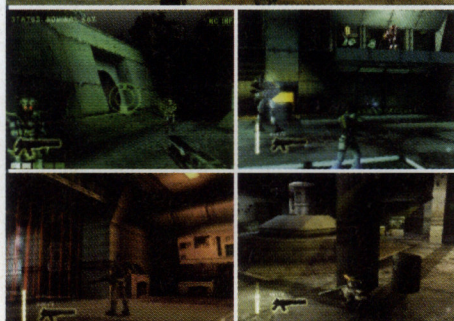
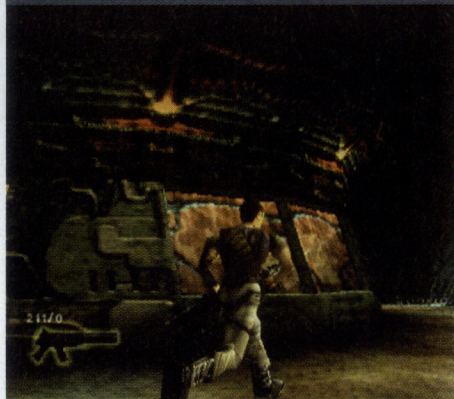
The sequel to the critically lambasted *Rainbow Six* on PlayStation is poised for release before Christmas. *Rogue Spear* has four characters to control and a bigger choice of weapons.

Bald, vegan, anti-smoking hippy Moby is the latest musical artist to lend his talents to EA Sports' *FIFA* series. Following Robbie Williams' contribution to *FIFA 2000* there will be an exclusive remix on *FIFA 2001* of *Bodyrock* from Moby's platinum-selling album *Play*.



## Explosive New Adventure

SONY'S MEDIEVIL CREATORS HARD AT WORK ON METAL GEAR BEATER



Sony's Cambridge Studios, which developed *MediEvil 2*, is working on a new PlayStation title, *C-12*. "It's quite different to the *MediEvil* games," explains John Meegan. In fact, *C-12* is a third-person sci-fi action-adventure set in the near future. The plot will be familiar to sci-fi fans: Earth is being held to ransom by alien colonisers bent on draining the planet of all its natural resources. The first wave of invaders has already enslaved entire communities, and those who escaped death are put to work as mindless cyborgs or are programmed to fight their own race.

You play Earth's last hope, Lieutenant Riley Vaughan, though Meegan tells us, "This is not just one man against all the odds; he has support from the commander of the resistance movement and a sexy, savvy female scientist." The scientist in question is Dr Carter. She possesses the know-how to begin turning the aliens' technology against them. The resistance leader, Colonel Grisham, is a brilliant military strategist who was injured in the war, but dispenses invaluable advice.

*C-12* is a mission-based affair that requires you to escort resistance soldiers to safety, raid alien bases and destroy enemy forces. Meegan promises gamers, "Some mega-explosions and spectacular special effects. We've aimed to keep the *MediEvil* balance of combat and puzzle resolution." In one mission Vaughan is left to defend a resistance dropship and he has to eliminate an alien attack vessel to cut off supplies to the alien troops before blasting them.

The atmosphere is designed to provide a murky backdrop for a hero in a "devastated future, tackling a bleak situation, leading to an apocalyptic showdown", says Meegan, adding that the dark atmosphere means *C-12* isn't really aimed at children. To perpetuate that atmosphere, Cambridge Studios has stripped back on rendered imagery in the FMV sequences, retaining the in-game graphics to encourage gamers to feel more involved. The weaponry is pretty menacing, too – you have an energy blade, machine-gun, rocket launcher, laser rifle, ion cannon and plasma rifle at your disposal.

*C-12* is due out early next year.



Sir Dan's nowhere to be seen, but not to worry. The hero in *C-12* has a sexy, savvy female scientist by his side to distract you...

## Mighty Men

MORE SUPERHEROES FROM ACTIVISION

With the success of *Spider-Man* assured, and Marvel Comics delighted with the webbed wonder's performance in the game, Activision must surely be pondering its next move into the Marvel world.

In an interview with *PSM*, Todd Jefferson of Activision says of the Marvel project, "Who knows where the hammer will fall for our next big project?" Who do we know at Marvel that wields a hammer? Could only be the mighty Thor, couldn't it? In the same interview Jefferson also mentioned Iron Man and his wardrobe of armour, and The Silver Surfer with his intergalactic surfboard as projects he'd like to tackle.

It's inevitable that there'll be a sequel to *Spider-Man*, but there's a host of other exciting characters that Activision could work with, including The Incredible Hulk, The Fantastic Four, Captain America and more from the X-Men.



You'll be marvelled by the number of superheroes on PlayStation.

## Now That Really Is Soccer

KONAMI ANNOUNCES THE NEXT EVOLUTION OF SPORTS SIMS



Konami will shortly release the KCET-developed sequel to *ISS Pro Evolution* in Japan, and sources indicate the title could hit our shelves in March 2001. Konami's Christmas football title *ISS 2000* is a conversion of an N64 game. It is based on an entirely different engine and an arcade rather than simulation philosophy.

The new *ISS Pro Evolution* is an update of the PS1 engine characterised by flexibility and variety. The game will feature updated stats and there will be a host of new features designed to improve gameplay. For example, players will now incur injuries and there will be more skillful moves at your disposal. After 2000-plus games played in the *PSM Evolution Tournament*, we can't wait.



Japan – the world leader in soccer. Sims, that is...



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First up, a complaint: Kirsten Burgoyne at Oxford Shop, where are the vouchers?! "They're in the post!" can only be believed for so long. Send them now!

On a more positive note, we've been using the So Him shower gel all month and must say it's very fragrant and refreshing.

Thanks also to Lifesavers for the T-shirts and caps, and for the massive pile of lollies.

You, err, saved our life.

Thanks also to Nike for the sunnies. We don't look like Maurice Green, but they're still cool.

This month we'd be keen to get some Boags Beer. We've had good reports that it's a nice brew and the sort of grog that Boonie could manage 52 tinnies of in one flight to England. We'd also like some stuff from Surf Dive n Ski (with particular emphasis on the Surf bit). T-shirts, boogie boards, board shorts, send us what you want and we'll give you a mention.

And finally, our ad manager would like us to mention Gillette shaving gear. We could care less about razors, but when it comes to scraping hair off your chin then Gillette are good.

Got a product you want to push, well the editorial team at this mag are a cheap bunch and easily bought off. Send us the stuff and we'll give you a plug.

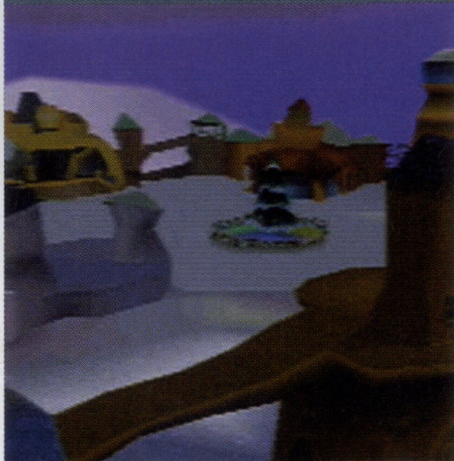
Please send all summer goodies (including shaving cream) to Wanted, Official PlayStation Magazine, 54 Park Street, Sydney NSW 1028.

## Top Ten Most Wanted

1. An all over body suit like the one Cathy Freeman wore. XL.
2. Barbecue furniture (wooden).
3. A Toyota Rav 4 (5 door).
4. Sketchers sneakers.
5. Sun loungers.
6. A box of Roses or Milk Tray.
7. Breakfast cereals. Must taste nice (and possibly be healthy).
8. Birdhouse Projects Skateboard for Richie.
9. Underdaks (with pocket).
10. Car stereos (with CD).

## Mean Green Machine

THE NOT-SO-LOVABLE GRINCH COMES TO PLAYSTATION



Konami is putting the finishing touches to a game based on the new movie of *The Grinch* starring Jim Carrey. For those unfamiliar with his ways, the Grinch is a Dr Seuss character who's more notable for his grumpiness than his cuteness. A large furry green being, he's been outcast from his homeland of Who-Ville as he looks too weird for the folk of the town to stomach. So he goes into the wilderness to make a life for himself as a hermit, and gets a good old grump on.

The game loosely follows the plot of the movie, with you controlling the Grinch as he explores the bizarre world of Who-Ville in an attempt to restore his good name and standing. A second character is controllable too – Max the Dog, the Grinch's faithful sidekick. He can distract the attention of Who-Ville's inhabitants to let the Grinch sneak by unnoticed, and is also able to wriggle into areas that the Grinch is too big to enter.

The Grinch's armoury is as leftfield as the rest of his life. Choose from the rotten-egg launcher, the slime shooter and the love shield. Given his predicament, we can't figure out why he wants to shield himself from love, but we're sure all will become clear when the Grinch arrives in time to spoil Christmas.



The movie stars Jim Carrey. The game doesn't. But they both follow the adventures of Mr Grinch and his best friend, Max the Dog.

## House Music

KONAMI BRINGS DISCO BACK HOME

Chances are you've seen it in PSM previously as *Dance Dance Revolution*. Well it's headed this way under the title of *Dancing Stage Euro Mix* – we're not sure it's a better title, but the game's still as much fun as ever.

Basically, it's a dance 'em up, if you will, developed by Konami of Japan. The really ace thing about it is, when you buy the game, you also get a spanky dance-mat peripheral with it, which plugs into the controller slot on the front of your PlayStation. Instead of pressing ■, ●, ✕ and so on, you hit the corresponding pads on the mat, and voila – your living room turns into some sort of suburban nightclub.

The game has been altered to suit Western tastes, and so, the music you'll dance to is the kind of stuff you'd hear in the charts, or at least on a pre-pubescent's stereo. Among others, there's *So Good* from Boyzone, *Word Up* by Cameo, and Gloria Gaynor's *I Will Survive*. They should set the carpet alight!

And get this for a bonus feature: *Dancing Stage Euro Mix* throws in a calorie-counter for free. So as you boogie away you can literally count the calories you're burning off. Expect "I lost 10kg on the PlayStation plan!" headlines to hit women's magazines soon. Konami has *Euro Mix* slated for a Christmas release, so drop Santa a line early to avoid disappointment.



Yeah, baby! Shake ya groove thang with *Dancing Stage Euro Mix*.

## RETRO

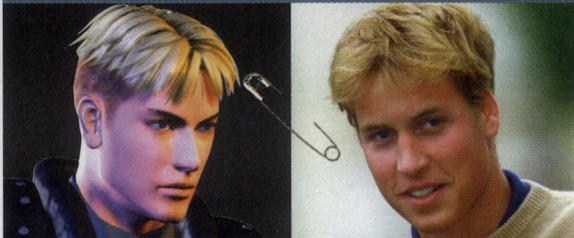
Lost Treasures From The Videogaming Vaults



Game: Sensible Soccer Format: Amiga

We've played 2000-odd games in the PSM ISS Evolution tournament, but still have a big soft spot for *Sensible Soccer*. All the PlayStation versions have been disappointingly shoddy, but on the Amiga, *Sensi* is still gloriously playable today. In the days of 3D virtual stadiums and advanced motion capture techniques, *Sensi*'s overhead view and primitive animation might look horribly dated, but it's still top fun, especially against a mate. Every game is a fast and furious affair, and two-player games are exciting and hilarious. Beginners found it very simple to pick up and play, but the game offered amazing depth. Curling a shot around the goalie is still immensely satisfying today.

## SEPARATED AT BIRTH



PEOPLE WITH A RIGHT ROYAL DOPPLEGANGER

## NO.5 THE PRINCE AND THE SNIPER

Who'd have thought it? The offspring of England's erstwhile Princess Of Hearts™ and Big Ears himself has turned into a right strapping dreamboat. Prince William, known as Wills to his friends and anyone in the media, is now immortalised in *Dino Crisis*. One of the stars of the game, Dylan is the absolute spit of Wills, right down to the floppy fringy blonde hair. Virtual Royalty anyone?





Like Kobe you can run rings around the competition in adidas licensed NBA apparel. **adidas** FOREVER SPORT





# Prizes

## Mutley's Crew

*Wacky Races* is the wicked new game from the Infogrames gang. Fans of the hilarious old Hanna-Barbera cartoon classic will remember Dastardly, Mutley, Penelope Pitstop and others' crazy antics, and you'll be able to re-live them all in *Wacky Races*! The gameplay and multiplayer modes are excellent fun!

PSM has been given a cool stash of *Wacky Races* goodies and you could have them in your paws before you know it. Five lucky winners will each receive a copy of the game, a Penelope Pitstop or an Anthill Mob pencil sharpener and a cute miniature Mutley plush toy decked out in race gear!

To be in the running, send us an envelope marked 'Whackity, Whack, Whack' and tell us in 10 words or less why you can't live without this kart game.



## PSM Rocks On



It's time to get down... EMI Records has a fine stable of artists on its books and thanks to these chaps we have eight new release CDs up for grabs. We've got all bases covered and there's something here for whatever mood you happen to be in!

There's Placebo's new *Black Market Music*, St Germain, Everclear, the Resin Dogs, Kottonmouth Kings, *Hard NRG* from the Ministry Of Sound, Bodyjar's *How It Works*, as well as the ego himself - Robbie Williams!

To win this batch of cool CDs, tell us in 10 words or less why you deserve such a treat on an envelope marked 'Music Hungry'.

## Simply Superb

One of the most innovative titles to be released this year, *Vib Ribbon* might look simple, but it's this very simplicity that gives the game its unique character. The star, Vibri, dances his way across the screen at your command to the beat and rhythm of the music.

Created by the genius behind the *PaRappa* and *Jammer Lammy* games, Masaya Matsuura, what makes *Vib Ribbon* even cooler is that you can use your very own music CDs, so the variety and its lifespan is infinite!

We have five copies of the game as well as one totally tripped-out funky party shirt. For your chance to win a copy of the game and a shirt, tell us who your favourite music star or band is on the back of an envelope marked 'Vib Ribbon'.



## X-Men Special Edition

As a special treat for *X-Men* freaks, a limited run of *Special Edition* titles have just been released so that you can check out what Wolverine, Cyclops and Storm were like in their glory days. These *Special Editions* won't be around for too long, so if you want a piece of the action we suggest that you strike now while the iron's hot!

Courtesy of Universal Pictures, PSM has 10 *Special Edition* prize packs to give away. Each pack contains three videos with episodes containing previously unseen footage. If you want to be in the running for one of these packs, tell us which comic book company is responsible for these mutants on the back of an envelope marked 'X-Men Are Special' and keep your fingers crossed...



## Marvellous Rumble



Our *X-Men* bonanza continues this month with the mutant's latest game, *X-Men Mutant Academy*. This game allows you to train with fellow mutants, fighting your way up the ranks with heaps of signature moves and loads of special powers. We've got three copies of this beat 'em to give away. To win one, just tell us which Australian actor stars in the latest *X-Men* movie. Send entries to 'I Wanna Be A Mutant'.

## COMPETITION WINNERS

**Sydney 2000 Olympics tickets:** Thomas Goss (NSW)  
**Redfest and HARO BMX winner:** Mark Lambell (NSW)  
**Alundra 2:** Jurgen Schulz (Vic), Karl Qualman (SA), Kelly Moylan (WA), Tom Auton (Tas) and Jamie Carr (Qld).

**Beatmania packs:** John Saunders (NSW), Jimmy Aston (NZ) and Jamie Campbell (Qld).

**Stuntmaster 2 packs:** Troy Davis (Tas), Chris Lloyd (Qld), A. Smith (SA), Pete Atkinson (Qld) and Matthew Ryan (NSW).

**Destruction Derby Raw packs:** Simon Tander (NZ), R. Milton (SA), Phillip Hutchison (Vic), Steven Pel (Qld) and Ned Carlile (Vic).

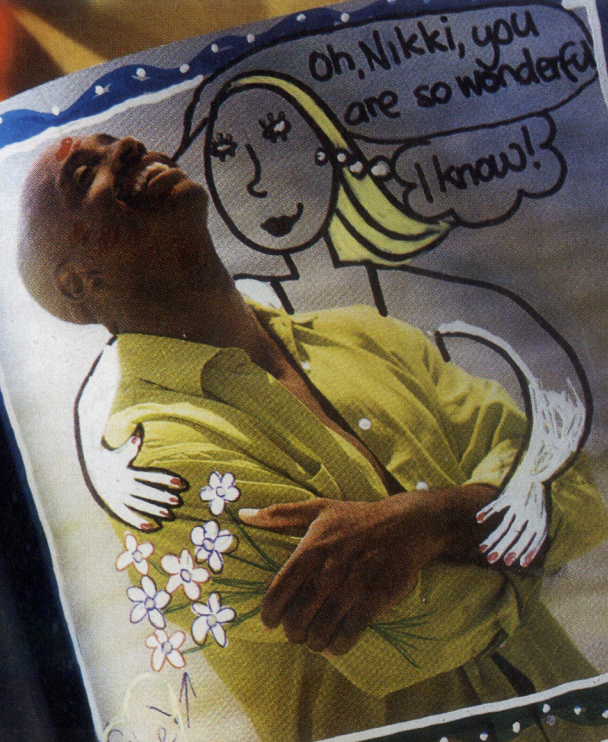
**Jaws DVD packs:** Grant Ward (SA), Karl Qualman (SA), Donna Battams (Qld), Simon Lukic (Vic), Nena Filipovic (Vic), Neil Wickman (NSW), Michael Syme (WA), Michael George (Qld), Peter Hart (Vic) and David Weber (Qld).

## HOW TO ENTER

Send all entries to *Official PlayStation Magazine*, PO Box 4089, Sydney NSW 1028. Please write all answers on the back of an envelope along with your name, address and phone number. Entries for all competitions close November 21, 2000 and winners will be published in the January 2001 issue of PSM. Good luck!

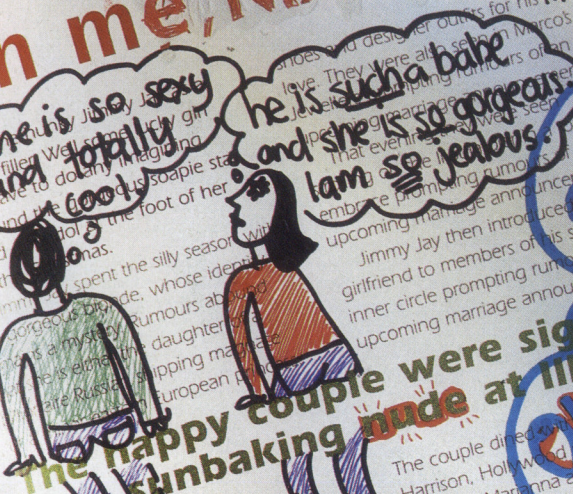


# Jimmy Jay spends Christmas with me, Nikki.



where he cut a series of hits including "Ooh", "Hubba Hubba" and "Baby on Baby". But Jimmy Jay's big break came when he landed the role of Lopez in "Beverly Hills Cop". His movie portrayal won the hearts of fans across the nation and the world. Riding on the back of his popularity, his next single "I Wanna Nikki" was a global number one. Jimmy Jay followed up with five more number hits: "You're Really Beautiful", "My Girl (Means a Lot to Me)", "The Swan", "Humid Nights Crazy Days" and "Bombalabomb". And then in 1999 "Bombalabomb" was chosen to be the theme of the World Lacrosse Cup. Jimmy Jay reached a whole new level and became a household name in countries that didn't speak the language of pop but were fluent in lacrosse and leery of Jay's driving fast and loud chocolate milkshakes. In fact his brand

new red Maserati is fitted with a specially designed milkshake maker. As a Capricorn, it's not surprising that Jimmy Jay chose a red car or a chocolate milkshake. Because of the astrologist Fatima Heaver, Capricorns love red and chocolate. Capricorns just love the red and chocolate. "It's because of the Capricorn and he's very chocolate," says Fatima. Jimmy Jay is a Capricorn and he loves chocolate. That's why he loves the red Maserati. Jimmy Jay's upcoming marriage announcement and Jimmy Jay's upcoming marriage announcement.



## The happy couple were sighted sunbaking nude at Illoula.

The couple were seen enjoying a series of romantic dinners at some of the most romantic restaurants. On Boxing Day they took Jimmy Jay's usual table at Roger's Brasserie. Jimmy Jay ordered steak and caviar while his Nikki in champagne prompting rumours of an upcoming marriage announcement. Next day they were seen shopping in some of Illoula's most exclusive boutiques. In a single afternoon Jimmy Jay spent \$10,000 on

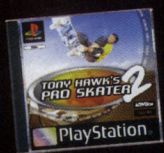
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more





## TONY HAWK'S PRO SKATER 2



## GRAPHICS

Amazing animation and well-crafted interactive levels filled with ramps, rails and obstacles. The injuries look so real you'll be grimacing in pain.

9

## EXCITEMENT

Really huge combos and even gnarlier and more impressive tricks to try than the original classic. There are simply an amazing variety of stunts and tactics to learn, and you'll have a ball doing it.

9

## AUTHENTICITY

Not the game's strength, even the birdman himself couldn't pull off the amazing combos in this game. But the game is probably all the better for it. *Thrasher* was far more realistic, but *Hawk* is much more fun.

7

## MULTIPLAYER

A great two-player mode offering the chance to trade single tricks or compete in the Graffiti mode where whole ramps, rails and walls can be tagged. And there are no restrictions on which areas to play.

9

## LASTING APPEAL

Lots of skaters, a huge array of tricks, massive levels, huge secret areas, an incredible park editor to create your own arenas, and a very challenging difficulty level and learning curve. Extremely addictive.

10

44

## COOL BOARDERS 4



Realistic boarders, but dull and scarred mountain slopes. The highlight is the knee-deep powder snow.

7

There are plenty of tricks to attempt, and the fighting feature is improved, enabling you to lash out at riders attempting to pass you. But if you've played any of the other *Cool* games, you've seen it all before.

7

Sixteen real-life boarders, plus 34 modelled boards from the major manufacturers. All the tricks are realistic, but the big-air combos are out-there!

8

The game's much-touted four-player mode was a big disappointment, only allowing two to play at a time. Still, the fighting and racing is fun against a mate.

6

Four main options, five events, plus a few secrets. Fortunately, the computer is tough and there are multiplayer races.

7

35

## DAVE MIRRA FREESTYLE BMX



The obvious appeal of Dave's game are the big levels and the sheer amount of tricks on offer. The developers also spent plenty of time on the visuals, though, featuring plenty of detail and smooth animation.

8

BMX enthusiasts will either be totally turned off or super-hyped at the prospect of the arcade-style tricks in this one. Big air is aplenty, but some tight courses make building up high speeds difficult.

7

Not bad, but sometimes sideways landings look off and feel way off and pulling a Superman off a mini quarterpipe isn't exactly true-to-life.

5

The two-player mode is turn-based, so knocking off or landing on your mates isn't part of the equation. Matching each other in the stunt mode or big air comps does get humorously competitive, though...

5

With so many tricks and point-scoring possibilities, this is one game that takes some hard yards to master. Apart from the 12 big levels, there are also clothes and bikes as an incentive. And there are plenty of them, too!

8

33

## GRIND SESSION



Classy and dependable, but not exactly stunning. Skip the title screen and you'll almost think you are playing the original *Tony Hawk*.

7

Quality level design with street courses stuffed with near-vertical ramps, bowls, ledges and objects to vandalise. There are many objects to catch air off, and plenty of tricks to learn.

8

Six real boarders, but it's hard to tell the difference between them. Also, because there are so many objects in the streets to jump off and on, the levels don't really feel like real streets. And massive combos are impossible!

6

Disappointingly, there's no two-player mode like *Hawk* offers. You just have to take it in turns instead, which is frustrating when a game is this much fun to play.

3

It's a real challenge to notch up those respect points by performing gnarly tricks and unlock all the levels and secrets. And some of the combos are extremely complex.

8

32

## MTW SNOWBOARDING



Far from stunning, but functional enough. We suspect making a moving block look animated on a white background is never an easy task. The pop-up on two-player is also poor.

6

Minor amusements are to be had getting to grips with all the tricks, and there's more freedom to explore the slopes than *CB*. But there's an inescapable sense that something's missing the moment you pick it up.

6

It's a bit tricky to do basic manoeuvres like grinds and even crouches. Some of the trick combos are outrageous, and the treacherous cliffs to launch off would shatter even Superman's bones.

6

There's a reasonable two-player mode included, but the pop-up makes it tough to play. Just as you prepare for a stylish launch off an upcoming cliff, it turns out to be a dirty great pile of snow in pixel disguise. Cheers.

5

Even though there are plenty of tricks, it's too easy to last for long. You'll plough through the stunt and racing modes. The one saving grace is there's a good 'Create A Park' mode to craft your own board park.

6

29

## SURF RIDERS



The graphics in this surfing game are very much on the dodgy side. Granted, making moving water look real is a bloody hard task, but this is far from being the prettiest game around.

4

Don't expect it to get your heart thumpin' off. Coming in and out of the tube and getting air from the lip of the wave is pretty exciting, but most of your time is spent positioning your rider and maintaining speed.

6

Realistic in the sense that it takes a really long time to master, and that each beach has its own break points and wave size. For those wondering if you feel like you're riding high on a wave, it doesn't.

5

Absolutely no multiplayer fun to be found here. But then again, you won't have the hassle of grommets dropping in on your wave!

1

Despite some of the other misgivings, it does have lasting appeal. It's not easy and learning where and when to attempt a big-scoring trick takes time. You'll need to perfect entire runs to contend for the championships.

7

23

## ESPN EXTREME GAMES



This was one of the PlayStation's first games, and it has aged badly. The different courses look bland and too similar, and the animation is dodgy at times.

4

Occasional jumps, hay bales or barrels are thrown in, and you can hit and kick opponents. Don in-line skates, or jump on a skateboard, mountain bike or even a foolhardy street luge. Not much difference between events, though.

4

Next time you're in San Francisco (or Melbourne) try an Evel Knievel-style jump onto a moving cable car. And those AI-controlled skateboarders that do 60kph seconds after you've just knocked them over will really get your goat.

2

Two-player split-screen racing is definitely more fun than playing alone, especially if you can get a few good hits in against your mates.

6

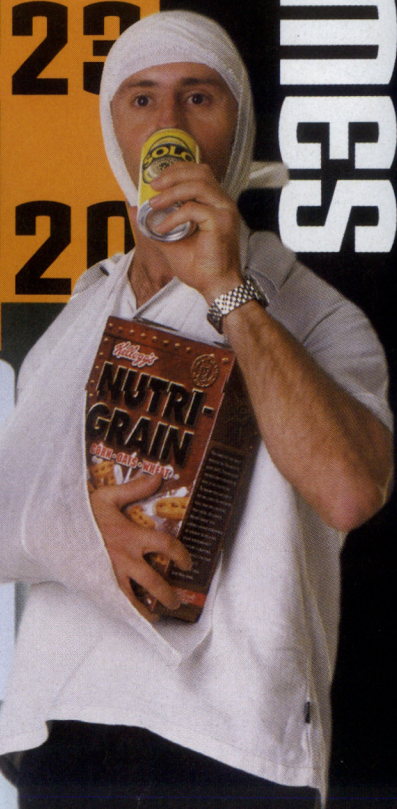
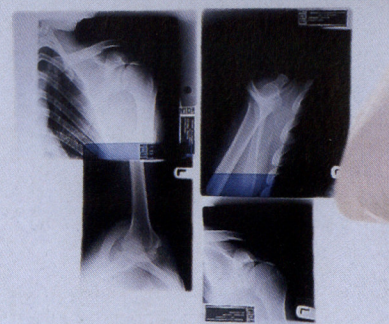
It's a challenging title and it's not the worst game in the world, but it hasn't stood the test of time, and we can't imagine why you'd want to play this over more recent extreme sports games.

4

20

## BEST EXTREME GAMES

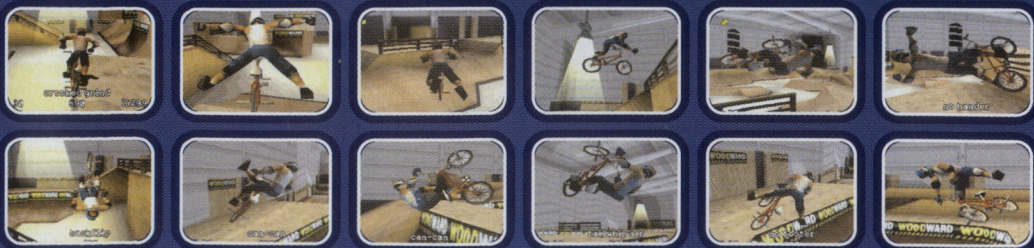
Think you're a Solo Man?  
Eat Nutri-Grain by the boxful?  
Laugh in the face of danger?  
Here are the finest Extreme  
Sports on PlayStation to test  
your true fearlessness.







# Dave Mirra freestyle BMX™



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[PLANET PLAYSTATION]

ADVERTISING PROMOTION

# WIN THE BEST KEPT SECRETS IN THE UNIVERSE!

It finally exists! One of the most anticipated DVD releases of the year is upon us! *Men In Black* is one of the biggest special effects blockbusters of all-time and Columbia Tristar has just released two feature-packed editions on DVD. The countdown for the PlayStation2 is now well and truly on, so what could be better than having your very own DVD copy of *Men In Black* to kick off your collection?

*MIB* is the story of an unofficial government agency (and what many believe to be a thriving organisation) that provides intergalactic immigration services and regulates alien activity on Earth. Featuring superb special effects, *MIB* is a sci-fi comedy that will blow your senses!

The *MIB Deluxe Collector's Edition* has over nine hours of special features, including everything from music clips to story boards to a massive gallery packed with concept art from the movie's pre-production. And if that's not enough (especially for all you Will Smith and Tommy Lee Jones fanatics), the *Limited Edition* is a two-disc release that comes packaged in a slick black case with over 13 hours of bonus material!

Apart from more never-before-released footage, the *Limited Edition* also includes another first-ever exclusive. There are three scene editing workshops that allow you to hop straight into the director's chair, then lets you play it back so that you can compare it to Director Barry Sonnenfeld's original cut. Can DVDs get any sweeter than this?

And just because we want to spoil you even more, King Red has given *PSM* three Bladeboard Ultralite Scooters (valued at \$350 each) to throw in to the prize pool. The Ultralite is the ultimate inline scooter and is constructed from high tensile alloy. It also features replaceable componentry, so you can completely customise your set-up!

These scooters are damn strong and will withstand anything that the daily grind (or you) dishes out! And with the awesome electric blue colour scheme, you'll match any urbanites out there in the style stakes... To find out more about these scooters, visit [www.kingred.com](http://www.kingred.com)

Three major prize winners will each receive a Bladeboard Ultralite Scooter and a *Men In Black* prize pack (valued at \$155) consisting of a *Limited Edition* DVD, T-shirt, *MIB* soundtrack (courtesy of Sony) and an autographed *MIB* poster.

Runners-up prizes of the *Men In Black* prize pack will also be awarded to the next 17 eligible entries.

To be in the running, tell us what *MIB*'s two main character's names are. If you need help, check out [www.mibondvd.com](http://www.mibondvd.com) or [www.eruptor.com/mib/](http://www.eruptor.com/mib/)

Total prize value is \$4150.00. Send entries to *MIB*, *Official PlayStation Magazine*, GPO Box 4089, Sydney NSW 1028, Australia.

WIN  
a king red  
scooter  
plus MIB prize packs



#### Conditions Of Entry

1. Instructions on How To Enter form part of these Conditions of Entry. Entry is open to residents of Australia and NZ other than employees of ACP Publishing Pty Ltd, Columbia Tristar Home Video and King Red and their associated agencies and families.
2. Competition opens October 25, 2000 and closes last mail November 21, 2000. Enter by sending answers on the back of a postcard or sealed envelope. The competition will be judged at 54 Park Street, Sydney NSW, Australia, on November 22, 2000 by a representative of *Official PlayStation Magazine* at 11am. All entries are to be sent to *MIB*, *Official PlayStation Magazine*, GPO Box 4089, Sydney NSW 1028, Australia.
3. All entries become the property of ACP Publishing Pty Ltd, the promoter, 54 Park Street, Sydney. All entries will be entered into a database and the promoter may use the entrants' names and addresses for future marketing purposes unless otherwise advised by the entrant. As per the provisions of the New Zealand Privacy Act, all personal details of New Zealand entrants will be stored at the office of the promoter. A request to access, update and correct any information should be directed to that office.

4. The judge's decision in relation to any aspect of the condition will be final and binding on every person who enters. No correspondence will be entered into. Chance plays no part in determining the winner. No responsibility is accepted for late, lost or misdirected mail.

5. Total prize value is \$4150.00 (3 prize packs consisting of a Bladeboard Ultralite Scooter valued @ \$350.00 each, and a *Men In Black Limited Edition* DVD, T-shirt, soundtrack and autographed *MIB* poster valued @ \$155.00 each – total value \$505.00; 17 prize packs consisting of a *Men In Black Limited Edition* DVD, T-shirt, soundtrack and autographed *MIB* poster valued @ \$155.00 each). Prizes are not transferable or redeemable for cash. Any change in the value of the prize occurring between publishing date and date the prize is claimed is not the responsibility of the promoter.

6. Three winners will receive a Bladeboard Ultralite Scooter and a *Men In Black Limited Edition* DVD, T-shirt, soundtrack and autographed *MIB* poster. Seventeen winners will receive a *Men In Black Limited Edition* DVD, T-shirt, soundtrack and autographed *MIB* poster.

7. Prize winners will be notified by telephone or security post and published in the January 2001 issue of *Official PlayStation Magazine*, on sale December 20, 2000.





# a ton of stuff

You all know about the PS2 launch line-up by now, but this month **Jason Hill** stares into his crystal ball and predicts 100 other games that you will (allegedly) play on PS2.

**01 Metal Gear Solid 3.** Just imagine a game that looks and plays even better than *Metal Gear Solid 2*!

**02 Adam Gilchrist Cricket.** Warnie is forced to step aside for Codemasters' sequel after an incident with a female mud-wrestler.

**03 Bardot World.** Move over Spice Girls, here come the Popstars.

**04 FIFA 2002.** As predictable as a Jackie Chan movie.

**05 FIFA 2003.** You can bet your life savings on it.

**06 FIFA 2004.** You get the idea.

**07 Madden 2002, etc., etc.** Here we go again.

**08 NHL 2002, etc., etc.** Yep, and again.

**09 NBA Live 2002, etc., etc.** And again.

**10 Tiger 2002, etc., etc.** Okay, we could fill this 100 list with EA games. Let's stop now.

**11 Anna Kournikova's Smash Court Tennis 2.** We've already started the petition for high-res Anna. We predict millions will sign it.

**12 Ape Re-Escape.** Will be even more innovative with analog buttons.

**13 Army Men 3D: Sarge's Bazookas.** Let's hope not.

**14 The Matrix 2.** Should be as hotly anticipated as the movie.

**15 Bust A Move 9.** It'll look and play the same as every other *Bust A Move*, and still be brilliant fun.

**16 Final Fantasy XII.** Let's hope there's never, ever a final *Final Fantasy*.

**17 Street Fighter EX 9 Plus Alpha Beta Gamma 4.** *Streety* never dies; it just loses its punch.

**18 Colin McRae Rally 3.0.** The whisper is that Codies is already working on it.

**19 Colony Wars 4.** Another instalment of Sony's space shooter is a cert.

**20 Cool Boarders 7.** Yep, 'fraid so.

**21 WipeOut.** Anti-grav racing, part 8.

**22 Crash Bandicoot.** There's no doubt that the furry funster will appear in some shape or form on PS2.

**23 Anthony Mundine World Championship Boxing 2005.** Be The Man.

**24 Shaft.** Be da real man, man.

**25 Destruction Derby 4.** PS2's power will ensure that the sparks fly.

**26 Resident Evil 4.** Will whip Veronica's arse.

**27 Damir Dokic Tennis Fighter 2000.**

Punch officials and complain about the price of fish in 12 WTA tournaments around the world.

**28 Dino Crisis 3.** T-Rex will flex his muscle on PS2 for sure.

**29 Driver 3.** Imagine hooning around massive, fully rendered, realistic cities while you avoid the cops.

**30 GTA 3.** See above, but mow down pedestrians along the way.

**31 Need For Speed 6.** Another series that'll never die. Hope this one is more like the 3DO original, though.

**32 Star Wars Episode 2.** Expect many *Episode 2* games. Here's hoping Jar Jar isn't in any of them.

**33 F1 2002.** Those F1 beasts will roar on

PS2.

**34 F1 2003.** Here we go again.

**35 Gran Turismo 3.** *GT2000* was always going to be a bad name for a game released in 2001.

**36 ISS Pro Evolution 2.** We're praying for it to be so.

**37 Rugby 2001.** Disappointed PlayStation owners should find this makes up for the long delays.

**38 Hannibal.** What an idea – a cannibal sim!

**39 Medal Of Honor 3.** More WWII shoot 'em up action.

**40 MediEvil 3.** Sir Dan does his Calista Flockart impersonation again, and it's more realistic than ever.

**41 Micro Maniacs 2.** Imagine playing on-line against faraway maniacs.

**42 PaRappa 2.** Forget rockin' sheep, bring back the rapper!

**43 Music 2001.** Imagine how good the samples will sound.

**44 Deus Ex.** Forget Daikatana, this is a blast.

**45 Spyro 4.** It'll fly off the shelves.

**46 City Scooter Rider.** Somebody will soon try and cash in on the world's stupidest craze.

**47 Legacy Of Kain 3.** Should solve the riddle at the end of *Soul Reaver*.

**48 Tekken 4.** Tag's graphics with all new moves. Kick serious arse.

**48 This Is Soccer**

**2001.** Maybe it will be on PS2.

**50 TOCA World Touring Cars 2.** Be the king of the mountain on PS2.

**51 Lara Croft.** She mightn't be raiding tombs, but she will appear on PS2.

**52 Tony Hawk 3.** The birdman will fly again.

**53 Charlie's Angels.** Choose which angel you want to control in this movie-licensed guaranteed hit.

**54 Syphon Filter 3.** Gabe will be back.

**55 Diablo II.** The return of the dungeon master.

**56 Everquest.** Console players link up with the most massively on-line role-playing game.

**57 Star Wars RPG.** The world's worst kept-secret. I wanna be Boba Fett!

**58 Ultima Online.** Another massive RPG world to explore on-line. Rule Britannia!

**59 Spider-Man: The Movie.** Our spidey senses are tingling at the prospect.

**60 Timesplitters 2.** The first game will be massive, this will be even bigger.

**61 Soul Calibur 2.** Namco brings

swords and saucery to PS2.

**62 Dance Dance Resident Evil.** Capcom try to extend their zombie franchise a little too far...

**63 Aliens Vs Predator.** A PS2 conversion is a must.

**64 Tomb Raider: The Movie: The Game.** Play as Angelina Jolie acting as Lara. And pout a lot.

**65 Age Of Empires.** Konami's

Microsoft deal guarantees the strategy gem on PS2...

**66 Age Of Wonders.** ...And its latest sequel.

**67 The Mummy Returns.** At the moment the game is still under wraps. (Sorry)

**68 Command And Conquer: Tiberian Sun.** There will be World War III if they don't bring it to PS2.

**69 Command And Conquer: Red Alert 2.** Ditto.

**70 Omikron: The Nomad Soul.** The ambitious adventure has been PlayStation-bound for years.

**71 Tekken Kart Racing.** Move over Crash – after *Tekken Bowl*, this is inevitable.

**72 Black And White.** Peter Molyneux's masterpiece of good and evil will definitely be released on PS2.

**73 Jurassic Park 3.** Could cause a real dino crisis.

**74 Outcast.** Infogrames simply must port this original combat gem to PS2.

**75 Ridge Racer VI.** The arcade racer will never die.

**76 Ridge Racer VII.** And we mean never, ever.

**77 Fantavision 2.** Maybe next time you'll be able to blow up more than fireworks.

**78 Blade 2.** The movie is in development, the game will no doubt be made soon, too.

**79 Rayman 3.** There's little doubt the limbless hero will come back for a third helping.

**80 SSX 2.** The new cool boarder.

**81 Fantastic Four.** The game of the movie of the cartoon of the comic. How post-modern is that?

**82 Smugglers Run 2.** We're sure the idea of smuggling and fast driving has got plenty of potential for sequels.

**83 Indiana Jones 4.** Indy is bound to swing again.

**84 Midnight Club 2.** Night racing around every city in the world. We like it.

**85 Duke Nukem: The Feminism Years.** Surely big bazookas will soon be passe?

**86 Ready 2 Rumble 3.** Michael Jackson's in *R2R 2*. Maybe you'll be able to beat the crap out of The Backstreet Boys in this sequel.

**87 Dead Or Alive 3.** The appeal of those bouncing bazookas will never wane.

**88 The Bouncer 2.** This'll be a cert... As long as Square manage to finish the first one.

**89 Ferrari 360 Challenge 2.** We're sure Acclaim won't let the license go without producing tons of sequels.

**90 Half-Life.** Please, pretty please?

**91 Messiah.** We think there's almost no chance of the game arriving on PSone now, but a PS2 version is a chance.

**92 The Sims.** Forget Pokégotchi, these are the virtual pets that we want on PS2.

**93 Lord Of The Rings.** Given the movie is out next year, a gaming remake is overdue.

**94 Terminator 3.** It'll be back. **95 Harry Potter.** EA has the

license and will produce Harry Potter games for every format known to man.

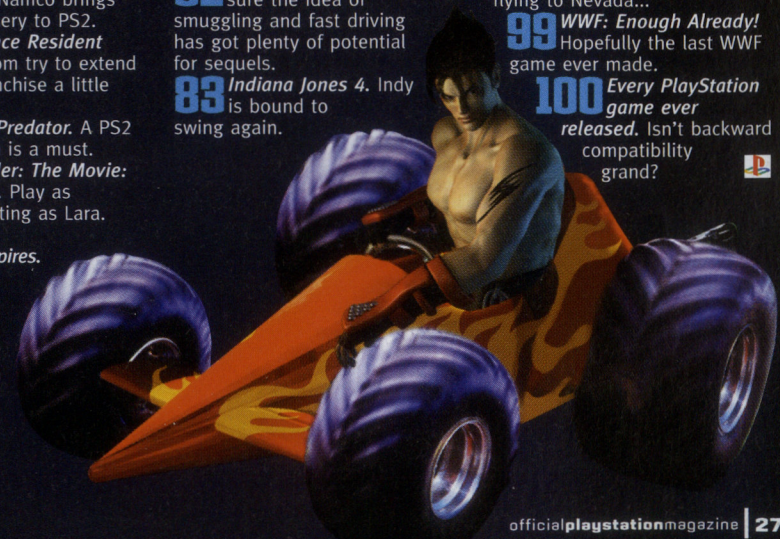
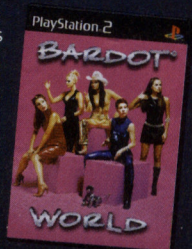
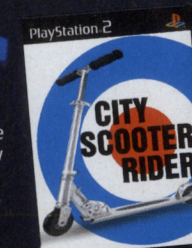
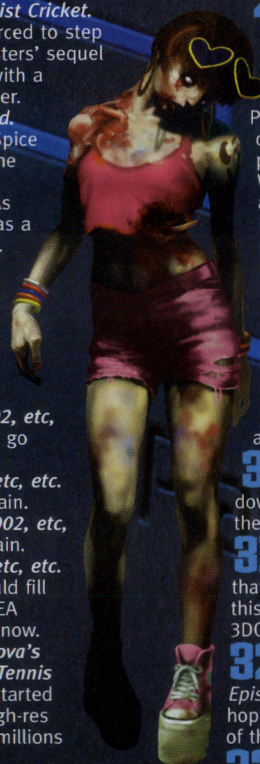
**96 Final Fantasy: The Movie: The Game.** The movie features an original story, so surely Square will release a game based on it?

**97 Cryo Museum Vol 1.** The best of Cryo on PlayStation... A blank disc.

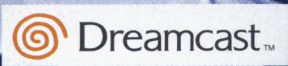
**98 Kerry Packer Las Vegas Gambling.** Cheaper than flying to Nevada...

**99 WWF: Enough Already!** Hopefully the last WWF game ever made.

**100 Every PlayStation game ever released.** Isn't backward compatibility grand?







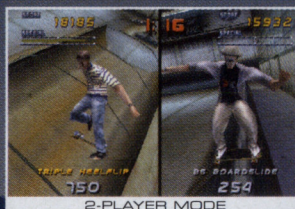


# CREATE YOUR OWN LEGEND

## TONY HAWK'S PRO SKATER 2

**Hawk's back.** And this time he's brought new pros (Caballero, Koston, Mullen), new tricks (Bluntslides, BS/FS Noseslides + Tailslides, Hurricanes, Heelflip Variants, Melon Grabs, Airwalks, Judos, etc.) and new technology (Real-Time Skatepark Editor, Create-A-Skater). Build a skatepark in your house. Then shred it (the park, not the house). Build your own pro (mullet or not, you decide). Then compete against the real ones. You'll also find sick new terrain, insane videos and a Career Mode where you earn cash money to move up in the rankings. THPS2, taking you to levels that were once reserved for mere legends.

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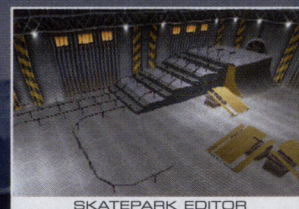


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# BACK ISSUES



MARCH '00 - #32

Disc contents - Music 2000, Action Man: Mission Xtreme, F1 '99, Ace Combat 3: Electrosphere, Eagle One: Harrier Attack, Colony Wars: Red Sun video, Team Buddies video, Gran Turismo 2 video, Micro Maniacs video, YVJ utility.



APRIL '00 - #33

Disc contents - Rollcage Stage II, Le Mans 24 Hours, Colony Wars: Red Sun, Space Debris, Demolition Racer video, MediEvil 2 video, Cool Boarders 4 video, Ghouls n' Ghosts video, Grandia video, download cheats.



MAY '00 - #34

Disc contents - Micro Maniacs, Demolition Racer, Player Manager 2000, Pro Pinball: Fantastic Journey, Renegade Racers, Syphon Filter 2 video, Radikal Bikers video, WWF SmackDown video, Colony Wars: Red Sun video, N-Gen Racing video, download cheats.



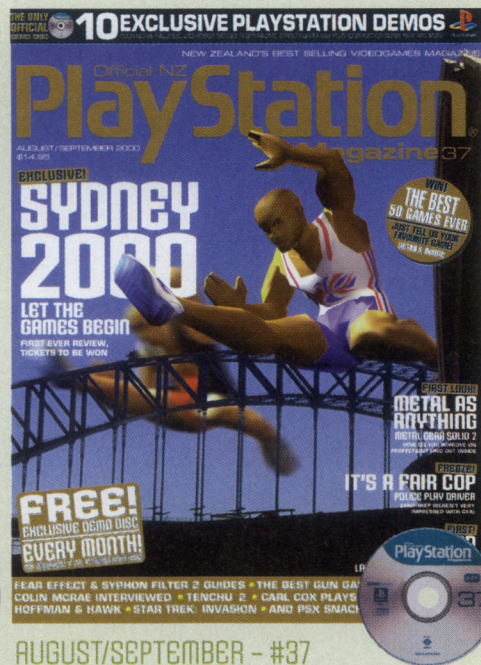
JUNE '00 - #35

Disc contents - MediEvil 2, Urban Chaos, Everybody's Golf 2, WWF SmackDown, UEFA Champions League: Season 99/00, Colin McRae Rally 2.0 video, World Touring Cars video, Muppet RaceMania video, Spider-Man video, Star Ixion video.



JULY '00 - #36

Disc contents - Tony Hawk's Pro Skater 2, Euro 2000, Muppet RaceMania, World Championship Snooker, Star Ixion, In Cold Blood video, Hogs Of War video, Star Ocean video, Silent Bomber video, Vampire Hunter D video.



AUGUST/SEPTEMBER - #37

Disc contents - Colin McRae Rally 2.0, N-Gen Racing, Street Fighter EX2 Plus, Hogs Of War, Jedi Power Battles, Destruction Derby Raw video, In Cold Blood video, MoHo video, Tombi 2 video, Ronaldo V-Football video, Download cheats.

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**3DO**









## ask nina

**Q:** Hi Nina, I have a top idea for a game. I know that you rub shoulders with the "who's who" of the gaming industry, so can you tell me how I should go about getting my game made?  
*Jenny Irwin, SA*

**A:** Yes. All the prominent gaming producers read *PSM* and take particular note of *It Should Be A Game*...

**Q:** About the DVD playing capabilities of PS2 - I heard that it will only play European DVDs and PS2 specific DVDs. Will the PS2 play local DVDs or will I have to buy a DVD player? Also, do you have any idea of the price of the PS2 hard drive or any other hardware accessories?  
*Michael Kennedy, Old*

**A:** I think you've been talking to some ill-informed people, Michael! The PS2 will certainly play all local DVDs and no official pricing decisions have been made on extra hardware. Make sure you keep your eyes peeled on our news pages for any breaking news.

**Q:** I've heard of a game called *Popsiman*. Was it ever released here, and if so, was it any good?  
*Carly Meyer, NZ*

**A:** *Popsiman* was never released Down Under, but never fear - apart from a few funny quirks in the game, you're not missing out on much!

**Q:** Nina, old games are nearly impossible to get a hold of here in WA. Do you know where I could get *Arcade Party Pack*, *Namco Encore* or *Arcade Classic Hits*?  
*Phil, WA*

**A:** Your best bet is to visit specialist games stores and try picking up second-hand copies.

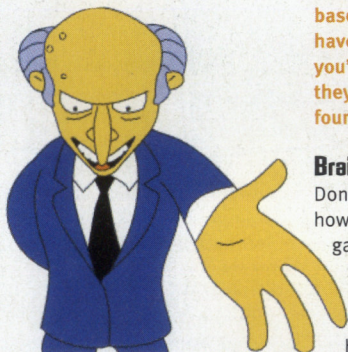


► Keep up the outstanding effort *PSM* and I'll keep up my loyal support of your gnarly mag.  
*Bill Jarvis, Qld*

**Bringing you *PSM* every month really is our pleasure!**

### Tube Time

I have been connected to Foxtel for the past few months and I am delighted to say that they run a show once a week on PlayStation. My jaw dropped to the floor when I found out. It's an American and British show put together.



Why doesn't someone produce a show starring you guys reviewing things, going to E3, proving how great you are at *Tony Hawk's* and showing all the latest on PlayStation2? It would be a smash hit!

Keep up the good work!  
*Scott Fowler, Vic*

**Despite the obvious popularity of games, most TV shows that have been based around videogames have lived a short life. But you're absolutely right - they probably just haven't found the right talent!**

### Brains Vs Brawn

Don't you find it stupid how the heroes in most games are made to be these big beefcake macho men? Their muscles aren't exactly human and could only

be achieved by working out every day of the week. The illustrators try too hard and end up stuffing up the picture.

*Sean Tully, address not supplied*

**Okay Sean, we'll grant you this one. Some of our digital heroes are a little excessive, but who do you think would make the more convincing hero - Montgomery Burns or McBain?**

### Gore Gripes

As a PlayStation fan, I regularly rent games from video stores. Yesterday I picked up *Jurassic Park's* relation, *Warpath*. Looking at its back cover, I saw pictures of dinosaurs biting and killing each other. Flipping it over to the front, I saw it was rated MA15+.

Ever since its release, *Jurassic Park* has been an all-time classic with children. So why does the game have so much violence for it to warrant this rating? I'm not saying

all games are overdone or too violent, but some games should be made to appeal to a younger audience.

Congratulations on the magazine and thanks for the demos!

*Garry Robinson, NSW*

**There are plenty of games out there that are both suitable and available to younger gamers. *Warpath* has always been geared towards the 'older' gamer. There are enough PlayStation games to please everyone - from toddlers to grandmothers. So, like we always say, if you don't like it, don't play it.**

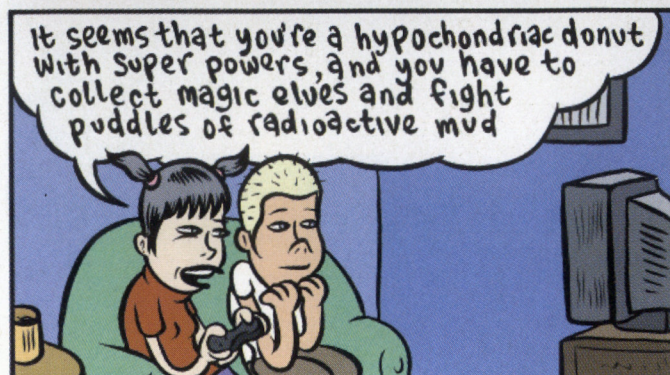


### Club Sandwich

In *PSM* 38's *Good Shout* (page 33), Sharon (AKA HeATsTrike) said that she

## THE JOY PAD

by anton







### Blue Fallout

Dave Banks' letter (*Rage Against The Machine*, PSM 38, page 35) disapproving PSM's *PoliceStation* feature (PSM 37, page 50) has caused quite a stir. This feature was intended as a humorous look at our police force enjoying their videogaming (like the rest of us), but surprisingly, it has turned into quite a contentious issue.

We were inundated with letters this month. Read on...

I am a policeman in my mid-30s and have been in the police force for 14 years. I have also been a PlayStation addict since its release in this country. I own and have played in excess of 60 games.

Dave Banks' letter amazed me. Some of the public mistakenly thinks that people who play videogames are psychotic and

antisocial (because we play 'violent' and so-called harmful games). Gamers know that this is not true, but this idiot certainly enforces this image with his ridiculous ravings. He sounds like nothing more than an aggressive, paranoid moron.

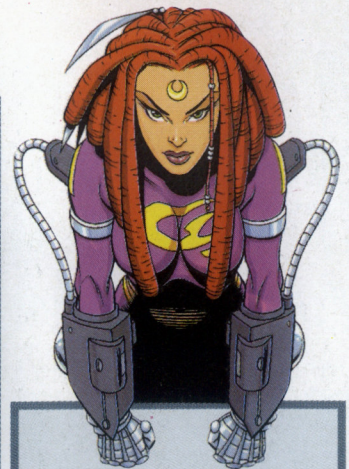
Thanks to the team for wisely pointing out that police do have a sense of humour. And yes, Mr Banks, I'll be thinking of you the next time I play a shoot 'em up.

D. Man, Vic

Can you believe the comments of Dave Banks' e-mail with regard to our law enforcement? Thank goodness we have our police to enforce the law. Just imagine what Banks might get up to without them.

No, I am not in the police service, but a loving parent who is grateful for the protection that they provide at the risk of their own safety.

Les Rogan, NSW



### ask nina

**Q:** Nina, I'm an absolute WWP freak and just want to ask you (nicely) when *SmackDown 2* is going to be released?

David Markey, NZ

**R:** *SmackDown 2* will be zooming your way early next month.

**Q:** To the sexy and beautiful Nina, I love this magazine. I think it's the best. Do you think that you can send me some nude pictures of Lara Croft?

Angelo Antonio, NSW

**R:** Lara is one of my closest friends, so it wouldn't be right to violate her trust like that. You still don't have the nude cheat?

**Q:** Are there any new soccer games coming out in the near future, and are there any drag racing games in development? If not, why?

Adam, NSW

**R:** This is *Soccer 2* is just around the corner and a new *FIFA* game is never too far away! There are no drag racing games in development to my knowledge. Why not? Probably because a drag racing game would, err, crash and burn.

**Q:** Hi Nina, I'm a massive cheats freak and whenever I get a new game I look forward to using some of the cool cheats just as much as playing the game itself. The first things that I turn to in PSM are the cheats and tips pages (there are plenty of them - a BIG thank you!). But I'd like to get more! Could you point me in the right direction?

Rodney Thompson, NT

**R:** Check out our regular *Official PlayStation Tips Magazine*. The next edition is due to will land on newsagents' shelves on November 8.



started up a club of PlayStation Gods. I totally support this and I'd like to say that I've got a club, too!

My club only has six gamers and they swore on the PSX oath not to touch an N64 controller!

I'm not knocking the way that you run your club Sharon, but would you like to merge? My competitions include leagues, World Cups and one-on-ones. I've got 29 games so far, and winners get \$5 and a draw earns \$1.

I've collected every PSM so far and studied each and every one of them. My club makes a mini-zine itself called *PSX Inside*, but it's not available to the public yet.

Thanks for the tips in your mag!

Matt (PSX Magic), NSW

**Good on you, Matt. You really have prize money as part of your club? We need a bit more pocket money around here... Can we enter?**

**And Matt, you forgot to include your contact details. Send them through and we'll pass them on to Sharon.**

### Not Enough Grunt

*TOCA World Touring Cars* is, for the most part, a brilliant game but there are a few things wrong with it.

Here in Australia we race



Commodores and Falcons - not Galants, Accords or those bloody Volvos. Our Holdens and Fords are V8s - not V6s. And the game is made up of fictitious teams. Who the hell are Team Frezan or Shockwave Shocks Racing?

Also, some of the courses, like Bathurst, are exaggerated. The Dipper is too sharp and narrow,

Speedstick corner in Adelaide is also too narrow

and Laguna Seca has too many sand traps. If a wheel lifts slightly off the road, you're flicked into a sand trap and it takes forever to get out.

Dazza, SA

**Dazza. Mate. Just read the title of the game one more time. Notice how it says *World Touring Cars* and not *Australian Touring Cars*? Besides, don't you think the game would be a little boring without those Galants, Accords and bloody Volvos? You'd probably be one of the first to criticise it for 'lacking variety'! Just relax and enjoy the game. Who knows, you might even stop slapping the wall so hard on the Dipper...**

## RAGE AGAINST THE MACHINE

I've just read your *Tomb Raider V* feature and would like to point out that Lara Croft is neither alive or dead because she isn't real! The idea of basing the game around her funeral is morbid and proves that the team at Core has milked every idea possible.

Also, how can the people at Core even contemplate transferring Lara Croft to a different game for the PS2? Has everyone forgotten that it was the game that sold Lara and not the other way around? Let's face it, any old big-breasted gun-toting chick could have done the job.

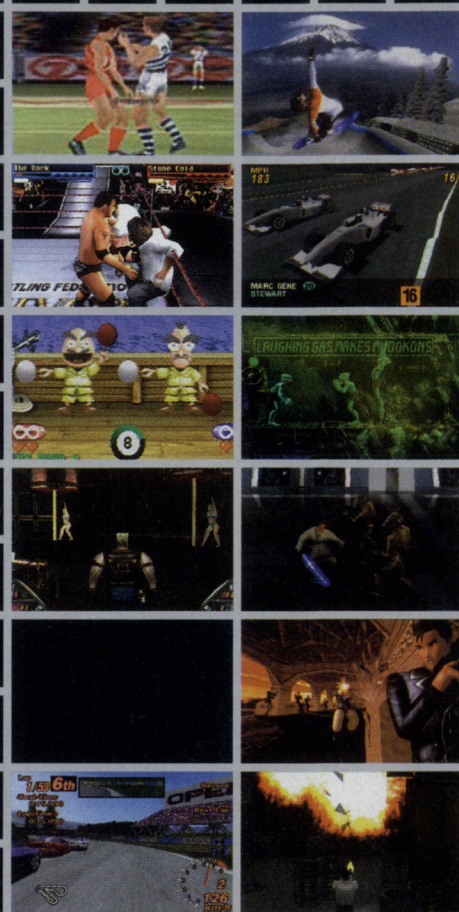


It may surprise you to know that I am in fact a big *Tomb Raider* fan, and while I'll buy the sequel, I just think it's all going a bit too far. How many times are they gonna rip her from the grave before she (and the *Tomb Raider* games) can rest in peace?

James Jowers, NSW

**PSM has also noticed that Lara's life is getting a little 'stretched'. There is no doubt that she will always be a true icon to PlayStation owners everywhere, so perhaps it is time to let her rest...**





Official  
Australian  
**PlayStation**<sup>TM</sup>  
Magazine

# READERS TOP

Ladies and Gentlemen, welcome to the second annual *Official PlayStation Magazine Readers Top 50 Games*. In this prestigious event we pay tribute to those marvellous games that have entertained us so much over the year.

All the following 50 games are winners, but unfortunately, there can only be one game that stands aloft on the podium to claim the prize as your favourite game of all time. And sadly, there can only be one winner of our mammoth 50 games prize...

To 66-year-old grandmother Mrs Joan Jeffery of NSW, we say a big congratulations. The following 50 games, rated by over 1000 readers of *Official PlayStation Magazine*, are heading your way. Mrs Jeffery's three favourite games were *Spyro*, *Crash Warped* and *Vigilante 8*. Why did she deserve PlayStation's 50 best games? "Because I like to entertain my 14 grandchildren with the best games ever, that means PlayStation games." We bet everyone wishes she was their granny.







50 49 48 47

## DUKE NUKEM: TIME TO HILL

**Developer:** 3D Realms  
**Publisher:** Ozisoft  
**Genre:** Shoot 'em up  
**Score:** 8/10, *PSM* 15  
**Percentage of vote:** 0.14  
**Last year's position:** 21

A big fall from grace for the once cocky, loud-mouthed Duke. If he doesn't reach the Planet of the Babes soon, next year he could fall out of favour with readers completely. Not surprisingly, female *PSM* readers didn't give the sexist gunslinger a single vote. Maybe the developers of the next *Duke Nukem* game should try and bring out a new gentle, feminine side to attract the ladies!



## DIE HARD TRILOGY 1/2

**Developer:** nSpace  
**Publisher:** Fox/EA  
**Genre:** Action/adventure  
**Score:** 7/10, *PSM* 33 (*Die Hard 2*)  
**Percentage of vote:** 0.14  
**Last year's position:** 23

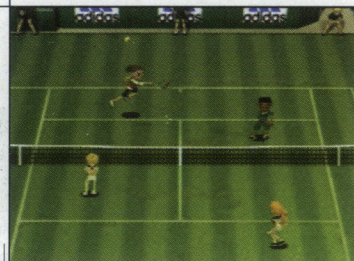
Both *Die Hard Trilogy* releases have three games in one package, why wouldn't you love them? There's stacks of shoot 'em up, 3D adventure and driving fun to be had here. But as expected, the slightly disappointing sequel has seen the *Die Hard* franchise fall 25 places in this year's list. Maybe Bruce Willis himself will have to star in the next game to lift its position.



## ANNA K'S SMASH COURT TENNIS

**Developer:** Namco  
**Publisher:** Sony  
**Genre:** Sports  
**Score:** 8/10, *PSM* 23  
**Percentage of vote:** 0.14  
**Last year's position:** -

Obviously the more time you spend with the luscious Anna, the more appealing she gets. Anna didn't get a guernsey in last year's Top 50 despite being released just before the vote. *PSM* approves of your affection for this wonderful tennis whack-around. It's still one of the best party games ever and the supreme PlayStation tennis title.



## AFL '99

**Developer:** EA Sports  
**Publisher:** EA  
**Genre:** Sports  
**Score:** 7/10, *PSM* 23  
**Percentage of vote:** 0.14  
**Last year's position:** -

When it was released, we couldn't help but feel EA could have done a better job. But the game's still fun to pick up and play, and the only PlayStation AFL game we're going to get. Not surprisingly, the ladies didn't give it a single vote, but it did get as many fans in NSW as Victoria. Looks like the Swans are making inroads in the harbour state.

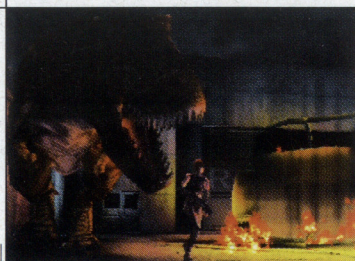


42 41 40 39

## DINO CRISIS

**Developer:** Capcom  
**Publisher:** Ozisoft  
**Genre:** Action/adventure  
**Score:** 9/10, *PSM* 27  
**Percentage of vote:** 0.23  
**Last year's position:** -

We expected Capcom's gigantasaurus survival-horror epic to poll better, especially with its sequel about to arrive on shop shelves. But we are the first to admit the game comes second to those horrifyingly great *Res Evil* triplets. But can the zombies improve on their sixth placing from last year? Read on to find out...



## EVERYBODY'S GOLF 2

**Developer:** Camelot  
**Publisher:** Sony  
**Genre:** Sports  
**Score:** 9/10, *PSM* 34  
**Percentage of vote:** 0.23  
**Last year's position:** -

Everybody's favourite golf game, and rightly so. It's an incredibly deep golf sim that's also simple for beginners to pick up and play. Alone or with a crowd, you'll have a ball. Surprisingly, its predecessor didn't get a single vote. We miss the original's Japanese characters, but concede the sequel is the better game.



## DESTRUCTION DERBY 1/2/RAW

**Developer:** Psygnosis/Studio 33  
**Publisher:** Sony  
**Genre:** Racing  
**Score:** 8/10, *PSM* 36 (*DD Raw*)  
**Percentage of vote:** 0.23  
**Last year's position:** 27

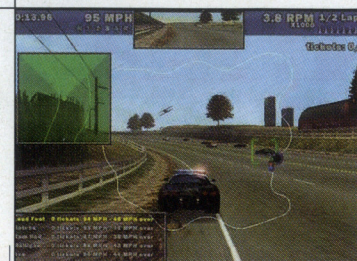
*PSM* readers obviously still have a wild streak, enjoying the chance to turn a throbbing beast into scrap metal in the blink of an eye. But the release of the pick of the bunch - *Raw* - hasn't been enough to keep the series from falling a dozen places. *Raw* was the pick of the games for readers, but the first two games also got plenty of votes.



## NEED FOR SPEED 1/2/3/4/5

**Developer:** EA  
**Publisher:** EA  
**Genre:** Racing  
**Score:** 8/10, *PSM* 35 (*Need 5*)  
**Percentage of vote:** 0.23  
**Last year's position:** 7

A big drop for the speed freaks. Perhaps our readers' need for speed has been satiated by *Gran Turismo*? We've always questioned the games' long-term appeal, but smashing through roadblocks and outrunning the cops is always a laugh. A warning for EA: readers gave the more simulation-heavy *Porsche 2000* the thumbs down, preferring *High Stakes*.





# READERS TOP 50



## 46

### PIFA 97/98/99/2000

**Developer:** EA Sports  
**Publisher:** EA  
**Genre:** Sports  
**Score:** 7/10, *PSM* 30 (*PiFA* 2000)  
**Percentage of vote:** 0.18  
**Last year's position:** 25

A tumble of 21 places for one of EA's most revered franchises. Could it be that *PSM* readers are finally realising that *ISS* is a better kick-around? We're not saying we don't love *FIFA* – the games are as much fun to play as they are spectacular to watch. *FIFA 2000* scored the most goals, but there was still a place in *PSM* readers' hearts for earlier versions.



## 45

### ROLLCAGE 1/2

**Developer:** Psygnosis  
**Publisher:** Sony  
**Genre:** Racing  
**Score:** 9/10, *PSM* 33  
**Percentage of vote:** 0.18  
**Last year's position:** 13

After last year's incredible debut at 13 in the charts, it seems *Rollcage* got drunk with its success, gambled away a fortune, got married in Vegas and proceeded to throw away a promising career. We thought the sequel was even better than the original, but it sold about three-and-a-half copies and barely got a vote.



## 44

### FORMULA ONE 97/98/99

**Developer:** Psygnosis  
**Publisher:** Sony  
**Genre:** Racing  
**Score:** 8/10, *PSM* 28 (*F1* 99)  
**Percentage of vote:** 0.18  
**Last year's position:** 35

The long-running *F1* series retains its spot in the hearts of *PSM* readers, even now with so much competition at the starting grid. Obviously readers have forgiven Psygnosis for the travesty that was *F1 98*. Out of its competitors, EA's *Formula One 2000* was the most popular, unlucky to just miss out on a Top 50 berth.



## 43

### ACE COMBAT 1/2/3

**Developer:** Namco  
**Publisher:** Sony  
**Genre:** Flight sim  
**Score:** 8/10, *PSM* 31 (*Ace* 3)  
**Percentage of vote:** 0.23  
**Last year's position:** –

A surprise inclusion for Namco's top guns, given the series didn't vote well in last year's poll. In fact, no flight simulator was able to break into last year's Top 50. We think *Ace Combat 3 Electrosphere* is easily the best game in the series, but there were also votes for *Ace 2*. These flight sims were particularly popular with the over 20s.



## 38

### POINT BLANK 1/2

**Developer:** Namco  
**Publisher:** Sony  
**Genre:** Shoot 'em up  
**Score:** 7/10, *PSM* 26 (*PB2*)  
**Percentage of vote:** 0.23  
**Last year's position:** 26 (*PB2*)

Those wacky funsters Dr Don and Dr Dan had a Top 20 berth in their gun sights, but instead have fallen 12 positions in this year's vote. But these certainly are classy and wickedly fun shooting games, especially with a group of mates. The only concern is their long-term appeal, which is probably reflected in this year's drop.



## 37

### WIPEOUT 1/2/3

**Developer:** Psygnosis  
**Publisher:** Sony  
**Genre:** Racing  
**Score:** 9/10, *PSM* 26  
**Percentage of vote:** 0.23  
**Last year's position:** 34

Crikey, you're a hard lot. After last year's shock position, the *Wipeout* series drops another three places. We think these futuristic racers are near-perfect, combining blistering speed with funky tunes and outrageous visuals. They don't get whizzed around our spindles as much as they deserve. *Wipeout 3* is the lowest placed 10/10 game in this year's poll.

## 36

### NBA LIVE 2000

**Developer:** EA Sports  
**Publisher:** EA  
**Genre:** Sports  
**Score:** 9/10, *PSM* 31  
**Percentage of vote:** 0.27  
**Last year's position:** 44 (*NBA* 99)

EA must love those basketball fans. Not only do they buy each (nearly identical) update to *NBA Live* year after year, but they also vote the latest incarnation into the Top 50. Last year there were only votes for *NBA Live 99*, this year there wasn't a single vote for anything but the 2000 edition. Interestingly, the vast majority of votes came from NSW.



## 35

### CROC 1/2

**Developer:** Argonaut  
**Publisher:** Fox/EA  
**Genre:** Platform  
**Score:** 8/10, *PSM* 24  
**Percentage of vote:** 0.27  
**Last year's position:** 48

The original truly was a *croc*, but the sequel deserves its placing in this year's Top 50. Surprisingly given the cartoon setting and cute characters, the game was just as popular with teenagers as it was with the younger set, proving that *Croc 2* has plenty of depth and challenge for gamers of all ages. And the ladies love it as much as the blokes do.







# READERS TOP 50



## 34

### COOL BOARDERS 1/2/3/4

**Developer:** U&P  
**Publisher:** Sony  
**Genre:** Sports  
**Score:** 8/10, *PSM* 32  
**Percentage of vote:** 0.27  
**Last year's position:** 15

*Cool Boarders* suffered a drop that even the gnarliest snowboarder would have trouble negotiating. The games are still fun, but we suspect that skateboarding has become the new truly cool extreme sport. Votes were spread very evenly across all four games in the series, confirming the fact that there's very little difference between them!

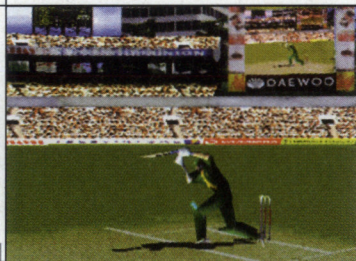


## 33

### SHANE WARNE'S CRICKET '99

**Developer:** Codemasters  
**Publisher:** Ozisoft  
**Genre:** Sports  
**Score:** 9/10, *PSM* 18  
**Percentage of vote:** 0.27  
**Last year's position:** 12

The sheik of tweak might be getting on a little, but he can still bowl 'em over. This is the best cricket game on PlayStation, although it has lost last year's title of our readers' favourite sports game. EA's *Cricket 2000* was hit for six and didn't get a single vote. It's currently applying for a job on the English Cricket Team.



## 32

### QUAKE II

**Developer:** Hammerhead  
**Publisher:** Activision  
**Genre:** Shoot 'em up  
**Score:** 10/10, *PSM* 28  
**Percentage of vote:** 0.32  
**Last year's position:** -

We expected a *Quake* this powerful would score higher on the Richter scale, but it's still a pleasing debut for this monster shoot 'em up. We always thought *Quake II* just couldn't be done justice on PlayStation, but we were more than rapt to be proven wrong. Fragging great fun. We can't wait for *Arena* on the PlayStation2.



## 31

### VAGRANT STORY

**Developer:** Square  
**Publisher:** Sony  
**Genre:** Role-playing game  
**Score:** 9/10, *PSM* 36  
**Percentage of vote:** 0.36  
**Last year's position:** -

An impressive showing for a role-playing game that's not exactly setting the charts on fire and probably only appeals to die-hard role-playing fans. *Final Fantasy* obviously gets all the kudos, but this is a deep, challenging and innovative title, and its position as the 30th best game of all time is a testimony to its greatness. Well done, Square.



## 30

### COMMAND AND CONQUER/ RETALIATION/RED ALERT

**Developer:** Westwood  
**Publisher:** EA  
**Genre:** Strategy  
**Score:** 8/10, *PSM* 2 (*CBC*)  
**Percentage of vote:** 0.36  
**Last year's position:** 22

*PSM* readers still fondly remember the titles that made war games fun again, years and years after *Command and Conquer* made its first appearance. *Red Alert* was your favourite game in the series, and even some female readers would rather make war, not love.



## 29

### STAR WARS EPISODE I: THE PHANTOM MENACE

**Developer:** LucasArts  
**Publisher:** EA  
**Genre:** Action/adventure  
**Score:** 9/10, *PSM* 23  
**Percentage of vote:** 0.36  
**Last year's position:** -

The Force is strong in this one. We think it's still the best film to game conversion of all time, and you lot obviously agree. Almost all votes came from seven- to 19-year-olds, and some from female gamers who like to take on Darth Maul as much as any budding Obi-Wan.



## 28

### APE ESCAPE

**Developer:** Sony  
**Publisher:** Sony  
**Genre:** Platform  
**Score:** 9/10, *PSM* 24  
**Percentage of vote:** 0.36  
**Last year's position:** -

Those cheeky little monkeys polled well with gamers of all ages, and the girls love going bananas as much as the guys do. This innovative Dual Shock platformer received rave reviews way back in July '99, and PlayStation owners are still rightfully going ape for it. But can it out-poll Crash?



## 27

### TENCHU

**Developer:** Sony Music  
**Publisher:** Activision  
**Genre:** Action/adventure  
**Score:** 8/10, *PSM* 16  
**Percentage of vote:** 0.41  
**Last year's position:** 33

A surprising jump of seven places for this aging sneak 'em up classic. It seems *PSM* readers still enjoy a bit of sword-play, spiced with the odd flying star and grappling hook. It's a stylish, tense and refreshingly different fighting adventure, and one that the recent sequel hasn't really improved much on.





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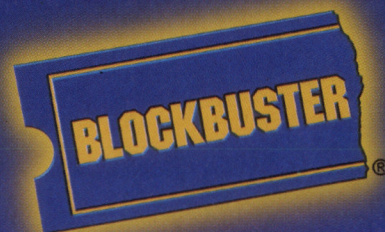
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26

25

24

23



## JONAH LOMU RUGBY

**Developer:** Codemasters  
**Publisher:** Ozisoft  
**Genre:** Sports  
**Score:** 8/10, *PSM* 4  
**Percentage of vote:** 0.41  
**Last year's position:** -

EA, this is why you should have released *Rugby 2001* on PlayStation. *Jonah's* been out for God knows how many years, but it is still incredibly popular. Everyone knows that it's hardly a realistic game of rugby, but it's still fun. The game polled especially well in NSW and, even less surprisingly, with NZ readers.



## TOCA 1/2/3

**Developer:** Codemasters  
**Publisher:** Ozisoft  
**Genre:** Racing  
**Score:** 9/10, *PSM* 38 (*TOCA 3*)  
**Percentage of vote:** 0.46  
**Last year's position:** 17

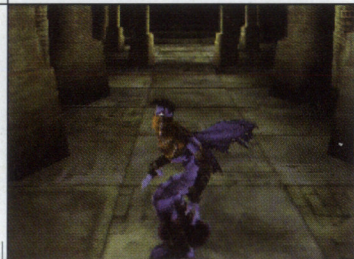
*TOCA World Touring Cars* finally gives PlayStation owners the chance to take on Bathurst's Mount Panorama track in a V8 Ford or Holden, but there are still plenty of *PSM* readers who enjoy the second game in the series, with *TOCA 2* getting as many votes as *WTC*. The original didn't score a single vote.



## LEGACY OF KAIN: SOUL REAVER

**Developer:** Crystal Dynamics  
**Publisher:** Eidos/Ozisoft  
**Genre:** Action/adventure  
**Score:** 9/10, *PSM* 37  
**Percentage of vote:** 0.55  
**Last year's position:** 45

It seems the appeal of this dark and classy *Tomb Raider* alternative has grown over time. Last year it just managed to sneak into the Top 50, but this year's 24th position is a tribute to the game's greatness. Even some Gothic female *PSM* readers love it. We can't wait for *Soul Reaver 2* on PS2.



## SPYRO THE DRAGON 1/2

**Developer:** Insomniac  
**Publisher:** Sony  
**Genre:** Platform  
**Score:** 9/10, *PSM* 28  
**Percentage of vote:** 0.64  
**Last year's position:** 16

We suspect the lil' purple dragon will be a wee bit disappointed by his 23rd placing. The original game managed 16th last year, and *Spyro 2* was an infinitely better game, really lighting our fire here at *PSM*. But in fact, the original still has more people under its spell, achieving more votes than the brilliant sequel.



18

17

16

15

## JEDI POWER BATTLES

**Developer:** LucasArts  
**Publisher:** Activision  
**Genre:** Action/adventure  
**Score:** 8/10, *PSM* 34  
**Percentage of vote:** 0.87  
**Last year's position:** -

A forceful showing from this recent lightsabre-wielding adventure. We especially love the simultaneous cooperative two-player mode, allowing two budding Jedi Knights to serve it up to Darth Maul at once. Slick, entertaining, playable and worthy of a Top 20 placing.



## MEDAL OF HONOR

**Developer:** Dreamworks  
**Publisher:** EA  
**Genre:** Shoot 'em up  
**Score:** 9/10, *PSM* 29  
**Percentage of vote:** 1.00  
**Last year's position:** -

A brilliant result for this hugely underrated World War II shoot 'em up from Spielberg and his mates. We think *Quake II* is a blast, but it's clear this is the best single player first-person shoot 'em up on PlayStation. Big things are expected from the sequel now that the secret is out.



## HOGS OF WAR

**Developer:** Infogrames  
**Publisher:** Ozisoft  
**Genre:** Shoot 'em up  
**Score:** 8/10, *PSM* 36  
**Percentage of vote:** 1.05  
**Last year's position:** -

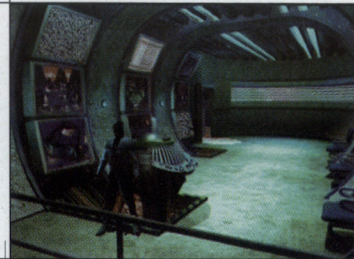
Wow, we certainly didn't expect this one to hog the limelight, but those mad porkers have roasted the opposition. *PSM* readers are still squealing with excitement from its hilarious multiplayer battles and surprisingly tactical warfare. War, what is it good for? Well, bacon sandwiches for starters.



## IN COLD BLOOD

**Developer:** Revolution  
**Publisher:** Sony  
**Genre:** Action/adventure  
**Score:** 8/10, *PSM* 36  
**Percentage of vote:** 1.05  
**Last year's position:** -

A great result for this impressive stealth 'em up adventure starring new action hero John Cord. *PSM* readers have been transfixed with its absorbing storyline and incredibly challenging gameplay. Given this fantastic 15th placing, a PS2 update beckons... How about it, Revolution?





# READERS TOP 50



## 22

### MEDIEVIL 1/2

**Developer:** Sony  
**Publisher:** Sony  
**Genre:** Action/adventure  
**Score:** 9/10, *PSM* 33 (*MediEvil 2*)  
**Percentage of vote:** 0.68  
**Last year's position:** 20

Sir Dan just missed out on a Top 20 placing, and will be disappointed given the quality of *MediEvil 2*. The sequel did score more votes though, and 22nd is still a worthy tribute to a clever and humorous game packed with action and challenge. Girls especially have a soft spot for the bony hero.



## 21

### GRAND THEFT AUTO 1/2

**Developer:** DMA  
**Publisher:** Jack Of All Games  
**Genre:** Driving adventure  
**Score:** 9/10, *PSM* 29 (*GTA2*)  
**Percentage of vote:** 0.73  
**Last year's position:** 14

Ah, the joy of joyriding. The thrill of jumping a bus over a river. The psychopathic appeal of mowing down Hare Krishna's while cops chase you through the streets. *GTA2* bettered the original and received many more votes, but again there was a small drop in the charts compared to last year.

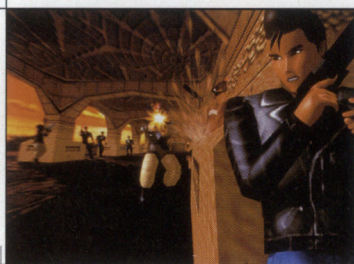


## 20

### TIME CRISIS

**Developer:** Namco  
**Publisher:** Sony  
**Genre:** Shoot 'em up  
**Score:** 9/10, *PSM* 18  
**Percentage of vote:** 0.78  
**Last year's position:** 19

Into the Top 20 now, and here we have Namco's arcade blast. Shooting games aren't noted for their longevity, so for *Time Crisis* to drop just one position in this year's vote is an incredible result. Dispatching wave after wave of bad dudes with your G-Con just doesn't get any more fun than this.

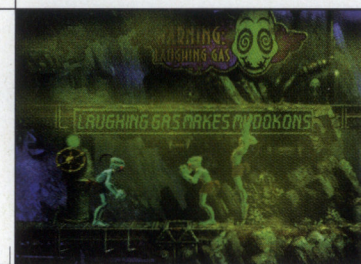


## 19

### ABE'S ODDYSSEY/EXODUS

**Developer:** Oddworld Inhabitants  
**Publisher:** Ozisoft  
**Genre:** Platform  
**Score:** 9/10, *PSM* 17 (*Exoddus*)  
**Percentage of vote:** 0.82  
**Last year's position:** 11

Abe's farts linger longer than any others in the history of videogames. Despite the original's age, many *PSM* readers still have a big place in their hearts for the awkward hero. A turnaround from last year, *Oddyssey* out-poled the more recent *Exoddus*. But Abe was again more popular with the ladies than the blokes.



## 14

### ISS PRO EVOLUTION

**Developer:** Konami  
**Publisher:** Ozisoft  
**Genre:** Sports  
**Score:** 10/10, *PSM* 32  
**Percentage of vote:** 1.05  
**Last year's position:** 46 (*Pro* and *98*)

Justice. Year after year, Konami has produced better soccer games than EA, but has watched *FIFA* sell millions and *ISS* sell three. Fortunately, *PSM* readers are an astute bunch that can see beyond flashy graphics and an expensive license, and they know *Evolution* is the best soccer simulation of all time.



## 13

### CRASH TEAM RACING

**Developer:** Naughty Dog  
**Publisher:** Sony  
**Genre:** Racing  
**Score:** 9/10, *PSM* 28  
**Percentage of vote:** 1.41  
**Last year's position:** -

We knew this brilliant kart racer was going to figure prominently in the Top 50 given its fantastic characters and addictive racing action, it was just a matter of how many scalps it took with it. Impressively, *CTR* scored almost as many votes as the three *Crash Bandicoot* platformers combined. Girls love it as much as boys.



## 12

### CRASH BANDICOOT 1/2/3

**Developer:** Naughty Dog  
**Publisher:** Sony  
**Genre:** Platform  
**Score:** 9/10, *PSM* 32 (*Crash 3*)  
**Percentage of vote:** 1.41  
**Last year's position:** 3

A significant fall for the wacky marsupial, but it's still an impressive result given the age of the games and the fact that many *Crash* fans probably gave the nod to the more recent *Crash Team Racing*. *Warped* received the bulk of the votes, and all three games were popular with female gamers.

## 11

### TOMB RAIDER 1/2/3/4

**Developer:** Core  
**Publisher:** Eidos/Ozisoft  
**Genre:** Action/adventure  
**Score:** 10/10, *PSM* 29 (*Tomb 4*)  
**Percentage of vote:** 1.50  
**Last year's position:** 5

Lovely Lara must be disappointed to miss out on the Top 10, but we still got a pile of votes for *Tomb Raider* almost as big as her bazookas. The latest instalment received nearly three times as many votes as the third game, with the original not far behind. And it's not just those perry lads who love Lara, *PSM* cyberchicks do too.





# READERS TOP 50



## 10

### WWE SMACKDOWN

**Developer:** THQ  
**Publisher:** Ozisoft  
**Genre:** Beat 'em up  
**Score:** 8/10, *PSM* 34  
**Percentage of vote:** 1.80  
**Last year's position:** -

PSM readers like nothing better than a bit of slap and tickle. *SmackDown* is easily the best wrestling game ever, and its Top 10 finish is a great result that no one could accuse of being staged. Many PSM readers write to us and grapple with how wrestling could be so popular, but this result confirms *SmackDown* is in the big league. And if you don't believe us, we'll pin you to the floor.



## 9

### TEKKEN 3

**Developer:** Namco  
**Publisher:** Sony  
**Genre:** Beat 'em up  
**Score:** 10/10, *PSM* 26 (*Tekken 3*)  
**Percentage of vote:** 2.05  
**Last year's position:** 4

We're getting into the very high polling games here, and who could deny that the king of the iron fist deserves a permanent place in the Top 10? All three games are timeless classics and top fun. Naturally, *Tekken 3* scooped almost all the votes for the series, and remains the finest beat 'em up money can buy. That is, until PlayStation2 and *Tekken Tag* are released. Sheer class.



## 8

### RESIDENT EVIL 1/2/3

**Developer:** Capcom  
**Publisher:** Ozisoft  
**Genre:** Action/adventure  
**Score:** 9/10, *PSM* 30 (*Res 3*)  
**Percentage of vote:** 2.14  
**Last year's position:** 6

Capcom's mighty *Resident Evil* games are frighteningly good, all receiving 9 or 10/10 in *PSM*. And our readers wholeheartedly agree. What they can't decide on is whether *Res 2* or *3* is the best in the series, with votes split between them and the Nemesis only slightly ahead. Despite the outrageous violence, even some female PSM readers like zombie slaying.



## 7

### COLIN MCRAE RALLY 1/2/0

**Developer:** Codemasters  
**Publisher:** Ozisoft  
**Genre:** Racing  
**Score:** 9/10, *PSM* 33 (*Colin 2.0*)  
**Percentage of vote:** 2.19  
**Last year's position:** 9

The Scottish driving maestro has picked up a couple of places, sliding into seventh position on the grid. *Colin 2.0* is certainly the premier rally driving simulation on Sony's little grey wonderbox, and incredibly, polled six times as many votes as the classic original, which grabbed nearly four per cent of last year's vote. Suffice to say, it's rally, rally good.

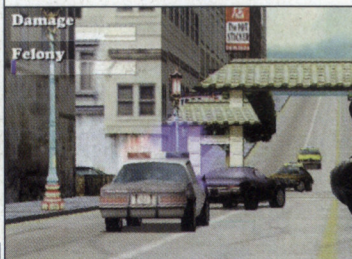


## 6

### DRIVER

**Developer:** Reflections  
**Publisher:** Ozisoft  
**Genre:** Driving adventure  
**Score:** 9/10, *PSM* 36  
**Percentage of vote:** 3.01  
**Last year's position:** 10

Last year *Driver* was a controversial Top 10 finalist – the game hadn't even been released when we ran the Top 50 competition! But PSM readers obviously knew a quality game when they played one, even if they had only played the demo. Twelve months later, *Driver* is placed even higher. Check out page 58 for our playtest of *Driver 2*...



## 5

### SYPHON FILTER 1/2

**Developer:** 989 Studios  
**Publisher:** Sony  
**Genre:** Shoot 'em up  
**Score:** 9/10, *PSM* 33  
**Percentage of vote:** 3.37  
**Last year's position:** -

Since last year's vote we've seen two *Syphon Filter* games released, and they've quickly become two of the most loved titles in PlayStation history with a battalion of fans, mostly thanks to their explosive, non-stop action. The challenging, excitement-packed sequel achieved four times as many votes as the original, but barely a vote from the ladies.

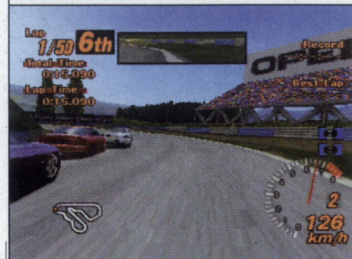


## 4

### GT RACING 1/2

**Developer:** Polyphony  
**Publisher:** Sony  
**Genre:** Racing  
**Score:** 10/10, *PSM* 39 (*GT2*)  
**Percentage of vote:** 5.79  
**Last year's position:** 1

The two finest racing simulations of all time feature unmatched depth and challenge. *GT* set new standards for realism and detail, and *GT2* surpassed it with a massive garage full of cars and a comprehensive rally mode. We can't help feeling a little surprised about its unseating from the top spot, but all the games in the Top 5 are classics.



## 3

### TONY HAWK'S SHATEBOARDING 1/2

**Developer:** Neversoft  
**Publisher:** Activision  
**Genre:** Sports  
**Score:** 9/10, *PSM* 38  
**Percentage of vote:** 6.34  
**Last year's position:** -

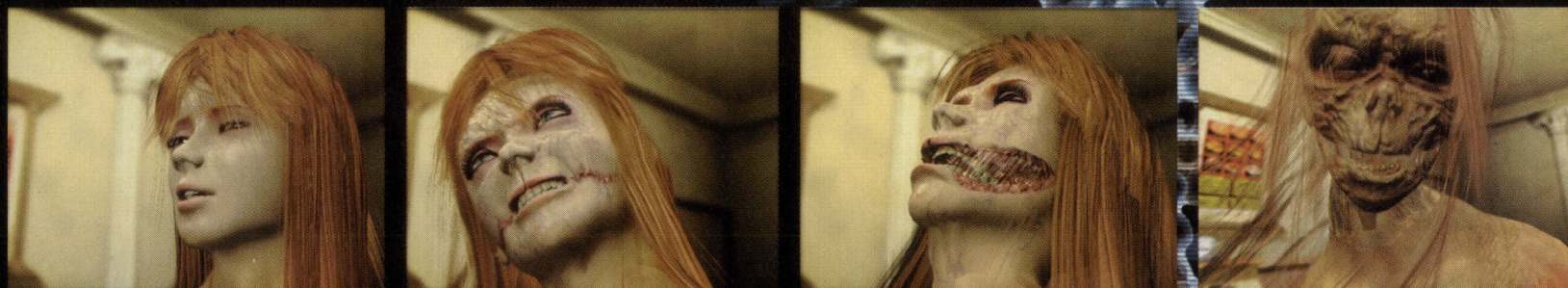
Gnarly. Wicked. Cool. Valid. Whatever the teen-speak superlative you choose, it still doesn't do justice to how much fun it is to fly with the birdman. The sequel was only released just before the Top 50 competition closed, but it still polled heaps of votes, confirming that a great game has got even better. The Hawk should be stoked.





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1

## FINAL FANTASY VII/VIII

Developer: Square

Publisher: Sony

Genre: Role-playing game

Score: 10/10, PSM 28 (FF VIII)

Percentage of vote: 7.84

Last year's position: 8

Last year's disappointing eighth position must have stung *Final Fantasy* fans around the country into action. The Square army voted early and they voted often, propelling the *Final Fantasy* games above bookmaker's favourite *Metal Gear Solid* and into the coveted No. 1 position. Finally the great *Final Fantasy* debate can be put to rest, for it is *Final Fantasy VIII* that is the preferred game in the series, scoring more than 50 per cent more votes than *Final Fantasy VII*. But clearly, both games are the kings of role-playing, with absolutely gob-smacking graphics, epic storylines, great characters and spell-binding gameplay. It must be billions of hours that have been spent by players around the world engrossed in the *Final Fantasy* universe. We salute these truly unique games, both masterpieces and *PSM* readers' favourite titles of all time. We can hear Squall and Cloud popping the champagne corks already.



2

## METAL GEAR SOLID

Developer: Konami

Publisher: Ozisoft

Genre: Action/adventure

Score: 10/10, PSM 32

Percentage of vote: 7.57

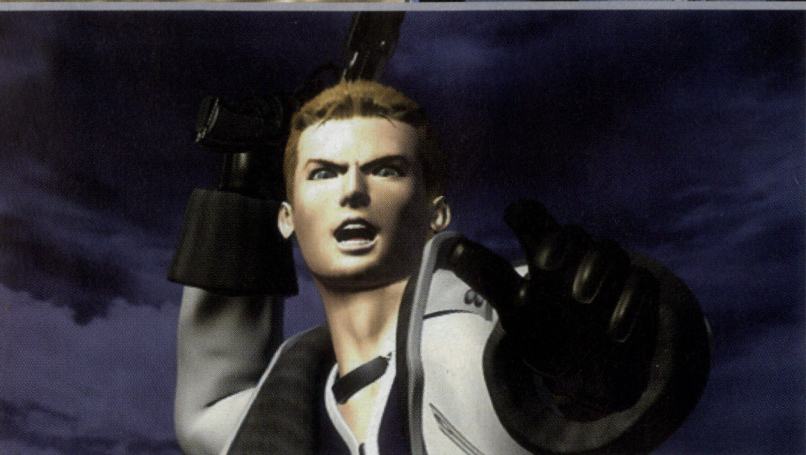
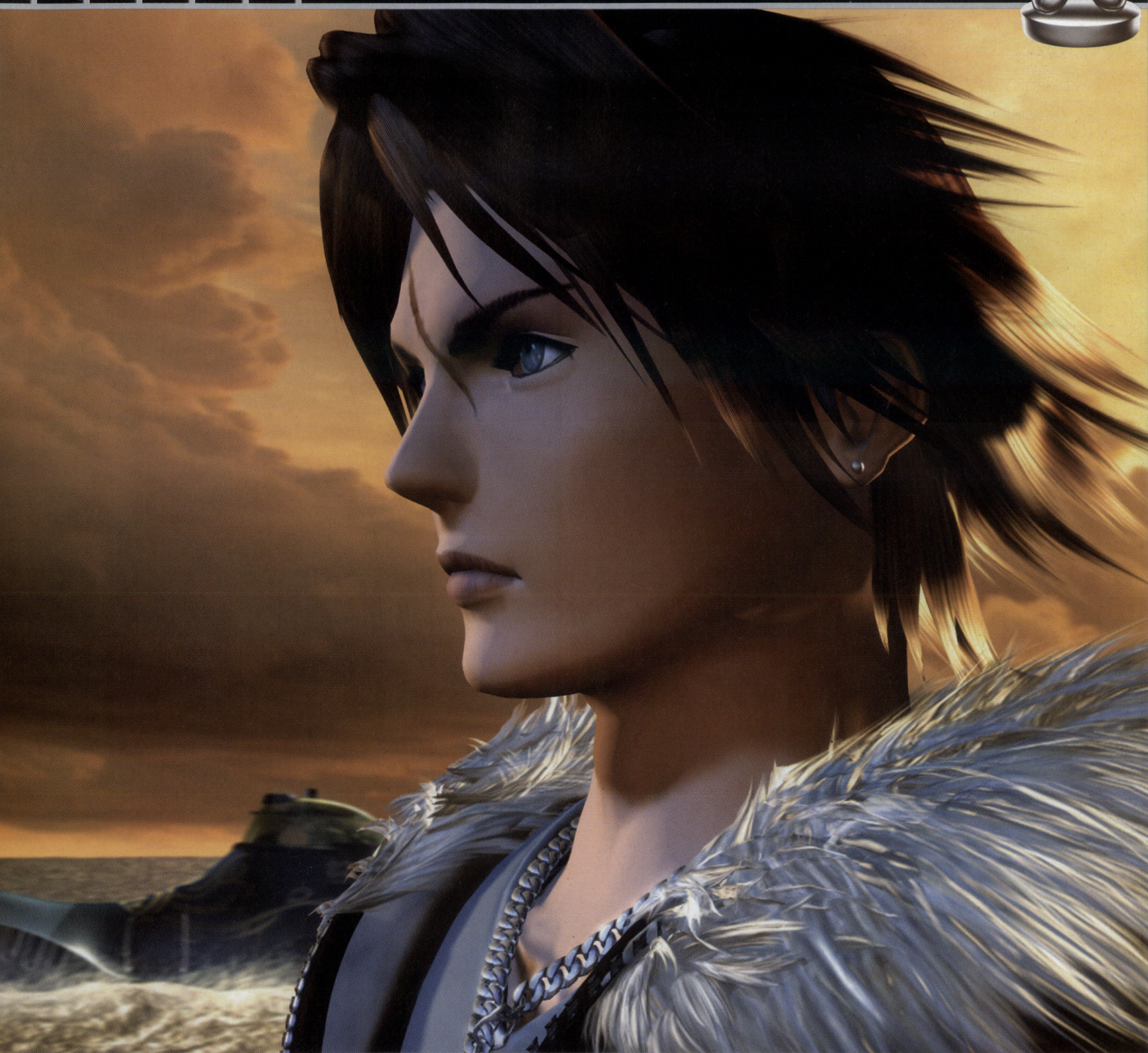
Last year's position: 2

The *PSM* team think it's the best game ever released on any console. As gripping as any action movie and as rewarding as a great novel. Last year in his Readers Top 50 acceptance speech, Solid Snake warned all readers who didn't vote for *Metal Gear* that he'd be "sneaking into the homes of every one of you and planting a grenade under your bed covers". Obviously the threat didn't work, with a repeat of his heart-breakingly close second position. *Metal Gear* easily scored the most votes from readers over 20 years of age, but couldn't get enough votes from the younger set to get over the line. But once again, we must pause and pay tribute to one of the PlayStation's finest. What a game!





# READERS TOP 50





## MISSING IN ACTION

These are the games that *PSM* readers loved last year, but have mercilessly dumped this year. *Ridge Racer*, *Small Soldiers*, *Road Rash*, *WCW Nitro* and *Thunder*, *Mortal Kombat 3* and *4*, *A Bug's Life*, *Street Fighter* series, *WWF Warzone*, *Devil Dice*, *Music*, *Soul Blade*, *Micro Machines V3*, *V-Rally*, *Gex 3* and *4*, *Bust A Groove*, *Rugrats*, *Doom* and *Vigilante 8*. All up, 18 games... Boy, you're a fickle bunch!



## TOP 50 GAMES SETTINGS

Real World	50% (down 6%)
Sci-fi	20% (up 16%)
Cartoon	12% (up 4%)
Fantasy	10% (down 6%)
Bonkers	8% (down 8%)



Who said videogames were all about escapism? *PSM* readers are a down-to-earth lot, and would much rather spend their gaming hours anchored in the real world than exploring space or lost in their own fantasy worlds. But science-fiction is becoming more popular, no doubt thanks to the release of *Episode One*. Bonkers is the category we use to place those bizarre and imaginative games with weird and wonderful locations, like *Crash and Abe's Oddysee*.

## TOP 50 PLAYTEST SCORES

10/10	- 8 (16% - up 4%)
9/10	- 23 (46% - unchanged)
8/10	- 15 (30% - up 6%)
7/10	- 4 (8% - unchanged)

*PSM* readers trust their bible, and if a game gets a good review then they flock to the stores to buy it. Incredibly, not one game in the Readers Top 50 got a score of less than 7, and 62 per cent earned our recommended logo with scores of 9 or 10/10. Last year 10 per cent of games in the Top 50 scored 6 or less, so it's clear that *PSM* readers are becoming true connoisseurs of quality titles. The message is clear: look to *PSM*'s review pages if you want to know what games to buy.

## TOP 50 GAMES DEVELOPERS

1. Namco
2. Psygnosis
3. Codemasters, EA Sports

No surprises here, with Japanese giant Namco once again taking out the honours for best games developer, with five titles in the Top 50 - *Time Crisis*, *Point Blank*, *Tekken*, *Anna Kournikova* and *Ace Combat*. Last year they also had *Ridge Racer* and *Soul Blade* in the Top 50. Psygnosis, now formerly part of Sony Computer Entertainment, had four titles in the Top 50, bringing them into second place, while Daniel-sized Codemasters and the Goliath EA Sports tied for the bronze medal each with three games in the Top 50.



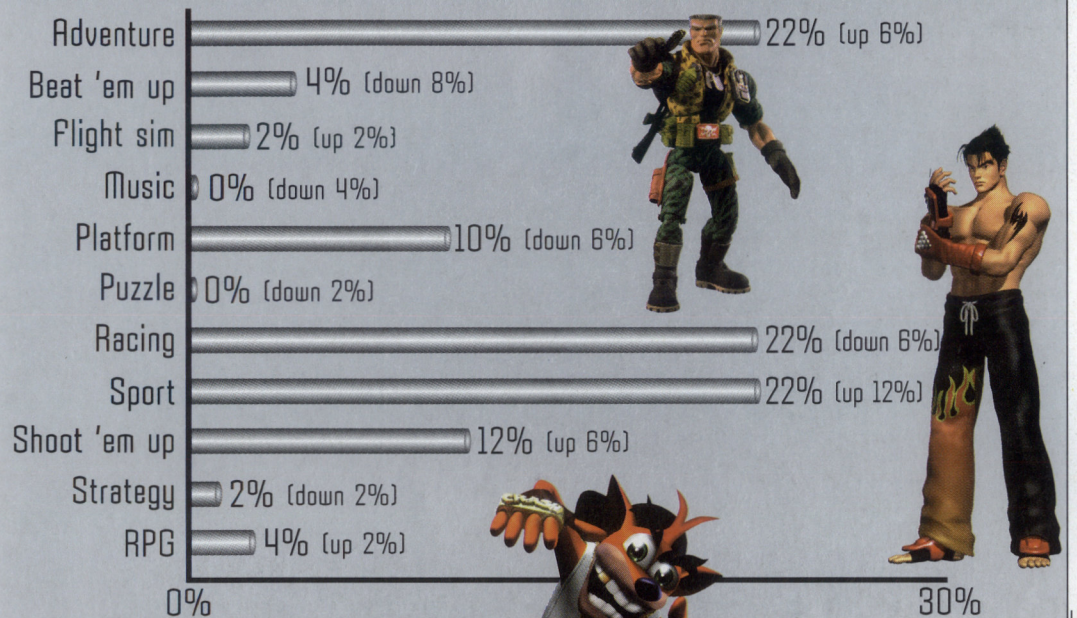




## TOP 50 GAMES GENRE

The tastes of PSM readers is becoming more diverse. Last year 28 per cent of games in the Top 50 were racing games, but this year honours for the top genre were shared by adventure games, sport sims and driving titles. But, as many of the racing titles could also be classified as sports games, there's little doubt that we are a nation of sports lovers. Adventure titles continued to poll well thanks to the likes of the *Resident Evil* games, *Tomb Raider* and *Metal Gear*, while shoot 'em ups have risen in popularity. The appeal of

platformers saw a sizeable drop, despite the release of classy platformers like *Ape Escape* and *Spyro 2* over the last 12 months. Of particular note is the dominance of the *Final Fantasy* games in the role-playing arena. *Final Fantasy VII* and *VIII* got the most votes in the Top 50, yet only one other RPG, Square's *Vagrant Story*, made the list. Music titles and puzzle games seem to have fallen out of favour altogether, with only *Music 2000* scoring votes in any reasonable numbers, but it couldn't break into the Top 50.



## TOP 50 GIRL POWER

There was no argument from PSM's female readers about the best two PlayStation games of all time – *Final Fantasy* and *Metal Gear* are equally loved by both sexes. But only one other title from the overall Top 10, the sublime *Tony Hawk's Skateboarding*, made the girl's 10 best. Like last year, female's favoured platform games over any other genre. The *Crash*

*Bandicoot* series polled much better with the ladies than the gents, although last year *Crash* easily won the female top spot with 14.6 per cent and had a significant fall this year. A surprise was that *Gran Turismo*, which came third in the female voting last year with 8 per cent of the poll, didn't get a Top 10 berth this year. Women drivers, eh?

Position	Game	% Vote	Top 50 Position
1.	Final Fantasy VII/VIII	11.3%	1
2.	Metal Gear Solid	9.3%	2
3.	Crash Bandicoot 1/2/3	6.7%	12
4.	Tony Hawk's Skateboarding	5.3%	3
5.	Tomb Raider 1/2/3/4	4.0%	11
6.	Spyro 1/2	4.0%	23
7.	Abe's Oddysee/Exoddus	4.0%	19
8.	MediEvil 1/2	3.3%	22
9.	Crash Team Racing	2.7%	13
10.	Ape Escape	2.0%	28





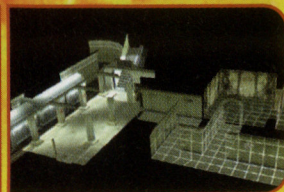
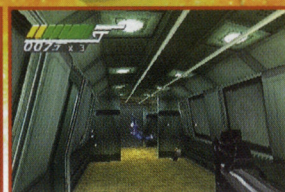


[PRE PLAY]

"This time round  
you get to feel  
that you are  
Bond rather than  
his documentary  
cameraman"

Bond: Armed with  
gadgets and a  
penchant for killing  
Eastern Europeans...

Black Ops has  
promised a host of  
cars for Bond to drive,  
including his Aston  
Martin from *Goldfinger*.





# The World Is Not Enough

Beautiful women, high-tech gadgets and megalomaniacs. No, not the PSM office, the return of 007 to PlayStation. **Steve Owen** has been expecting you, Mr Bond...

There's nothing better than James Bond. And anyone who disagrees is wrong. No argument. And the rule holds for videogames, too. For example, it's no coincidence that one of the best games ever made, *Goldeneye*, is better than its sequel, *Perfect Dark*. Why? It's got Bond in it. Deep down, you see, everyone wants to be Bond. Even the girls.

That is why, as a PlayStation owner, it's a little embarrassing to admit the grey box's only attempt at the Bond license – *Tomorrow Never Dies* – was a classic example of a wasted opportunity.

Which brings us to *The World Is Not Enough*. Every level in the game is based on a sequence from the film in some way (thanks to EA obtaining a full license from MGM and Bond-producer Danjaq), but in many cases the story has been stretched and expanded to create a more diverse game. The license grants EA quite a lot of leeway, and as long as Mr Bond doesn't decide he no longer likes ladies in level two, Black Ops has been given carte blanche to adapt the characters and events of the film to suit its own designs and support any ideas for innovative gameplay. However, this time the developer has been given much longer to come up with the goods. The most important difference between the two games is the move from a third to first-person perspective. This time round you get to feel that you are Bond rather than his documentary cameraman. You shoot the bad guys, you disable the bombs, and you get to snog the women.

In true *Goldeneye* rip-off style, M introduces each mission before you are given your weapons and gadgets. Finally, Miss Money Penny has some suggestive *Carry On*-style comment to make. Drop in some video footage from the film and you really start to feel like Pierce.

Naturally, *TWINE* gives Bond his requisite collection of heavy weaponry. While the Walther PPK has always been Bond's weapon of choice, shady commercial deals dictate that the Wolfram P2K is now the preferred silenced sidearm. When accuracy isn't an issue but the spraying of bullets is, the P2K is holstered and the Meyer Tactical Machine Pistol drawn instead. Greater precision can be gained from the Koffler & Stock KS5, while body armour won't help anyone faced with the punchy Munitions Belgique PS100. The game also includes a number of weapons not found in the film, such as grenades, gas bombs, satchel charges and a rocket launcher.

One of Danjaq's license stipulations is that the game include a zero-tolerance policy on the killing of innocents. If they haven't got a

weapon and you gun them down, you forfeit the level. Fortunately R (Q's lanky sidekick played by John Cleese in the film) is here to help. Standard spy issue is the mobile phone, which includes a high-energy stunner (no, not Denise Richards) to nullify rather than kill.

Much of the excitement surrounding *TWINE* is that it looks so fabulous. "I don't think you'll see a better graphics engine on the PlayStation1," boasts Albert Penello, the game's producer, and he's not exaggerating. Black Ops has seriously overhauled the *Tomorrow Never Dies* engine, ensuring that *TWINE* has long draw distances and plenty of action up close.

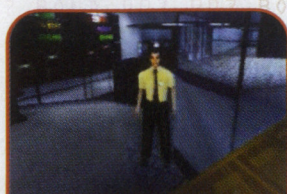
"Thanks to the CD format of the PlayStation1, we've been able to include lots of high-resolution textures," says Penello. "Each character looks a lot more detailed than before, while the locations draw further into the distance than ever before. We've got one level where you can look up a spiral staircase, built using curved surfaces, and I think it's about as far as you can see in any PS1 game. The level designers are given a frame rate counter, so they can keep packing more detail in until they reach our set limit."

Part of the deliciousness of the look is the motion-capture of actors (Keanu Reeves no less! Oh, wait. Sorry, Keanu Reeves' stunt double from *The Matrix*). Everyone has a number of hit points on their bodies, so that if you shoot someone in the leg they'll hop or fall over. Arms are grasped if fired at, while headshots are generally pretty conclusive.

The other important aspect of the first-person shooter is the intelligence of the characters you're trying to outwit. "Soldiers are now much smarter when they engage you," enthuses Penello. "They call to each other for assistance and understand which parts of the map they can hide behind."

Certainly *TWINE* looks stunning and the few levels we have played, although a little rough and ready, are satisfying and scary. All that's missing from this most stunning of Christmas releases is any kind of multiplayer mode. It seems as if the graphics engine is so detailed that there's no way the PlayStation can handle split-screen action. "We could have attempted a multiplayer game," admits Penello, "but we were concerned that the single player game would suffer."

We think you'll be happy, too. Prepare to shoot the living daylights out of the enemy, Mr Bond.



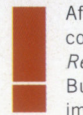
## PSM OPINION



Great panning camera angles, features *Resident Evil*-style gameplay, and is laden with puzzles.



It looks a bit derivative, the dialogue is ludicrous, and there's not enough stealth.



After a bit of a play, it's clear that although the control interface and camera-work resembles *Resident Evil* games, there's something missing. But it's early days yet and there's still time for improvement.





[PRE PLAY]

# Spyro 3: Year Of The Dragon

Spyro is back and Insomniac has pulled out all the stops to make sure this is the best yet. Given the quality of *Spyro 2*, **Stuart Clarke** prepares to be blown away...

**H**asn't Spyro come a long way for such a young dragon? His first game was certainly a competent affair, but perhaps a bit short and lacking in variety. He grew up considerably in *Spyro 2: Gateway To Glimmer*, a truly superb romp, stuffed full of humour and excellent mini-games. Now comes *Spyro 3: Year Of The Dragon* and just from playing the preview version we can safely say that this is going to be easily the best yet.

The story kicks in almost immediately after the adventures of *Gateway To Glimmer*. Spyro (along with constant companion Sparx the Dragonfly) has just returned from a much-needed vacation in Dragon Shores, and finds all the dragons participating in the big egg ceremony where fairies bring the

brilliantly designed levels to explore, including speedways where you get to fly, and they do get harder as you go so use the first few as training courses.

Apart from the main platforming action, there is an amazing array of mini-games (and even mini-boss levels) that range from skateboarding, boxing, ice hockey and even *Time Crisis*-style shooting. One of the best additions in *Year Of The Dragon* is the ability to play four new characters (five if you count Sparx, who has four excellent top-down shooting levels), who have their own special abilities and will help you accomplish some tasks.

The Aussie presence is Sheila the Kangaroo who can reach high places with her super-jump. She also has a nasty



newest batch of dragon eggs to the Dragon World.

After a day of partying, all of the dragons fall into an exhausted sleep. While they're snoozing, thieves from the Forgotten World creep up through holes they've dug from the other side and steal all of the dragon eggs. Disaster! Since Spyro is the only dragon small enough to fit through the holes, he volunteers to jump down one of them and explore.


And so the new adventure begins. Spyro and Sparx find the Forgotten World ruled by an evil (and fat) sorceress, whose armies of nasty 'rhynocs' have overrun all the regions of the world. The sorceress plans to hatch the stolen dragon eggs and raise the young ones as her own. Once she has created this loyal dragon army, she will be able to venture to the Dragon World, repopulate it with her new subjects, live forever and basically be a very nasty piece of work for all eternity.

Unfortunately for the Sorceress, her henchmen aren't too bright and have dropped the dragon eggs all over the Forgotten World. So, when Spyro arrives, she has sent all of her rhynocs, under the command of sidekick Bianca, out to gather the eggs as quickly as they can. And so the race to collect dragon eggs begins...

Everyone familiar with the previous Spyro games will be right at home straightaway – Spyro has a number of basic moves (gliding, flaming, running, stomping) and the control remains silky smooth and ultra-responsive. There are over 30

kick and stomp attack. Bentley the Strongman is a gentle giant who defends himself with an overhead club smash and a club spin that can deflect projectiles. Agent 9 the Space Monkey is a well-armed special agent who's got a laser gun attack, a sniper mode and can also lob bombs. Sgt. Byrd the Penguin is a seasoned soldier who can fly and hover. He also has a powerful shoulder rocket to take out enemies and can pick up and drop objects (like bombs) on his more stubborn opponents.

All these playable characters work brilliantly, but *Spyro 3* also sees the return of some of the support cast of the previous games, such as Hunter and Money Bags, and the addition of some new ones, such as Bianca. There are numerous animated cut-scenes that interrupt the action to flesh out the story. Money Bags still insists on a king's ransom in gems to open doors, but the good news is that he will get some pain in this game for his exploitative form of capitalism.

The *Spyro* humour is definitely still in effect, and this will enable the game to be enjoyed by players of all ages (along with the superb control and inventive gameplay). All the small details look like being taken care of, and the team at Insomniac are on target to pull off a classic. It will be their last *Spyro* game before they move on to something new and exciting for the PlayStation2, but from the look of it so far, they may have created one of the best ever games for the grey box. 

The *Spyro* games have always treated us to eye-smacking visuals, and *Year Of The Dragon* is no exception.





"There is an amazing array of mini-games that range from skateboarding, boxing, ice hockey..."

## PSM OPINION



Five new playable characters, brilliant mini-games, varied levels and beautiful graphics.



Some of the mini-games need a control/difficulty tweak, and you'll eventually come to the end...



Start saving up now, *Spyro* fans! This is definitely going to be the best yet. Even if you get a PlayStation2 for Christmas, get this too!





[PRE PLAY] [Publisher: Sony Developer: Disney Release date: November Origin: US Style: Dancing Players: Two]



# Jungle Book Groove Party

Dancing chimps, singing snakes and military elephants. It can only be *The Jungle Book*. **Stuart Clarke** gets with the beat.

**H**ere's an interesting concept. Mix the dance game action of Konami's 'Bemani' titles with cute Disney characters from the (fairly) recent movie *The Jungle Book*. Unfortunately, interesting concepts often don't work in reality, and *Jungle Book Groove Party* may prove to be more of a gimmick than a must-have title. Young ones are going to love it, though, especially with the colourful dance mat to jump around on.

If you've never played or seen any of Konami's Bemani games (*Beatmania*, *Dance Dance Revolution* etc), then all you really need to know is that they incorporate a Simon Says format, in that you attempt to follow the instructions coming up on the screen. In *Jungle Book Groove Party* you play the hero of *The Jungle Book*, Mowgli, and basically must out-dance the other characters from the Disney cartoon, including Baloo, Shere Khan, King Louie and Kaa.

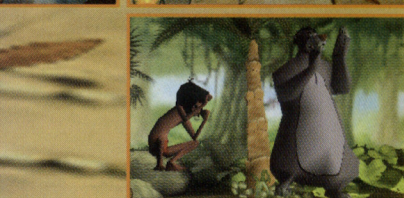
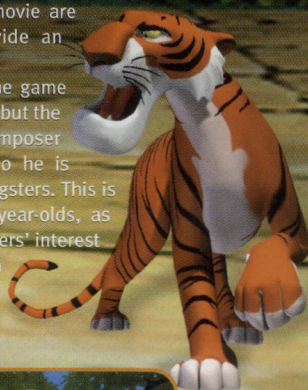
So hop on the dance mat, keep in time with the music and place your feet on the direction that's highlighted on-screen. Power-ups (which gain you points and lighten the load of your moves) appear when you get a string of moves right, and can be activated by pressing a button combo which flashes on the screen.

In Story mode, one or two players play through various scenes

in the movie, and with two players you can help each other and save each other's mistakes. If you're feeling more competitive, Versus mode offers the Power-Up Confrontation, where you try and make each other fall using power-ups, and the Dance Marathon, where you compete by skill.

That's about all there is to *Jungle Book Groove Party*. No, it's not *Metal Gear Solid* but it's not trying to be. On Hard difficulty it does get tough, though – you'll have to be a master booty shaker to get through. Scenes from the movie are rewards for completing levels and provide an incentive to persevere.

Two songs from the movie make it in the game (*Bare Necessities* and *I Wanna Be Like You*), but the rest of the tunes are from Montreal composer Nicolas Maranda (no, we don't know who he is either), and may prove very catchy for youngsters. This is really going to be a game for under 10-year-olds, as there's probably not a lot to hold older gamers' interest for long, but the youngsters will have fun dancing around in the cute and colourful *Jungle Book* environments.



## PSM OPINION



There are lots of movie memories, the dance mat is cool and it will keep the young ones happy for hours.

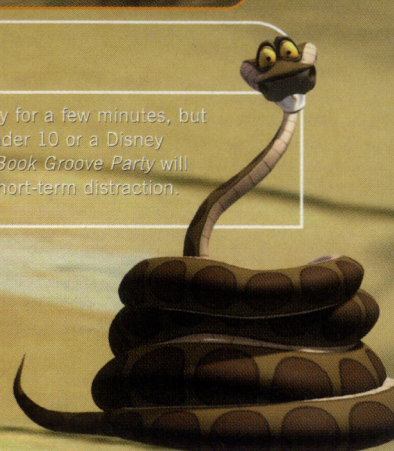


It's not very challenging, there aren't many options and there's not a lot on offer for older gamers.



It might be funny for a few minutes, but unless you're under 10 or a Disney fanatic, *Jungle Book Groove Party* will only provide a short-term distraction.

All *The Jungle Book* characters are present and the game follows the plot of the movie by interjecting superb cut-scenes.





# WWF SmackDown 2: Know Your Role

The men in pants are back for some more grappling action. And they've packed in even more of the good stuff. **Ewan Corness** cautiously enters the ring...

**W**restling games are a mixed bag. Some gamers view them as a proverbial horde of locusts, flying into stores and destroying the reputation of the PlayStation with grainy visuals and hideous, button-mashing gameplay. Meanwhile, wrestling fans look at these games as the second coming, providing intense, sweaty action and non-stop excitement.

In reality, most wrestling games fall into the 'mediocre' category, although THQ is renowned for pumping out some of the best wrestling games on the PlayStation. *WWF SmackDown* was arguably the best reproduction of the WWF soap opera on the grey box, and *WWF SmackDown 2: Know Your Role* looks like taking that formula and sprinkling a few new spices into the mix.

These new spices mainly come in the form of new wrestlers added to *SmackDown*'s roster, including some big names that wrestling fans will appreciate a hell of a lot. Being able to step into the ring as and against the likes of Grandmaster Sexay, Dean Malenko and Chris Benoit should bring a smile to the face of followers of the WWF.

Of course, each of these new wrestlers possesses their own special moves that look extremely life-like. Benoit's Crippler

Crossface has been reproduced very well, and the same can be said for Malenko's Tiger Driver finishing move. All in all, the motion-capture work is of the highest standard.

The new fighting modes are also well done. There's the always entertaining ladder match, where you need to set up a ladder in the ring and climb it to grab the hanging belt. You can also use the ladder to knock your opponent senseless! Other new modes include casket matches, Iron Man matches, table matches and Hell in a Cell.

At this stage the graphics in *WWF SmackDown 2* are very similar to the first *SmackDown* – too similar actually. If you haven't played the original *SmackDown* then you'll be more than happy with the large, fluid moving characters and the atmosphere that the massive stadiums provide, but we've seen it all before. Hopefully THQ will tighten up the graphics before release.

Another aspect to *SmackDown 2* that could do with some more work is the gameplay. Much like the graphics, it seems like THQ is having trouble topping its very high standard. While performing throws and combos is still very simple, using standard button presses and directional pad movements, the game is still more a button-masher than a refined fighter.

There isn't much doubt that *WWF SmackDown 2: Know Your Role* will be a top-class game. The only questions that remain are will it be too much like the original *SmackDown*, and can it finally break out of the 'wrestling game' mould and provide a quality fighting game that *Tekken* fans can also enjoy? Only time will tell.

## PSM OPINION



Loads of new wrestlers and moves, all motion-captured superbly.



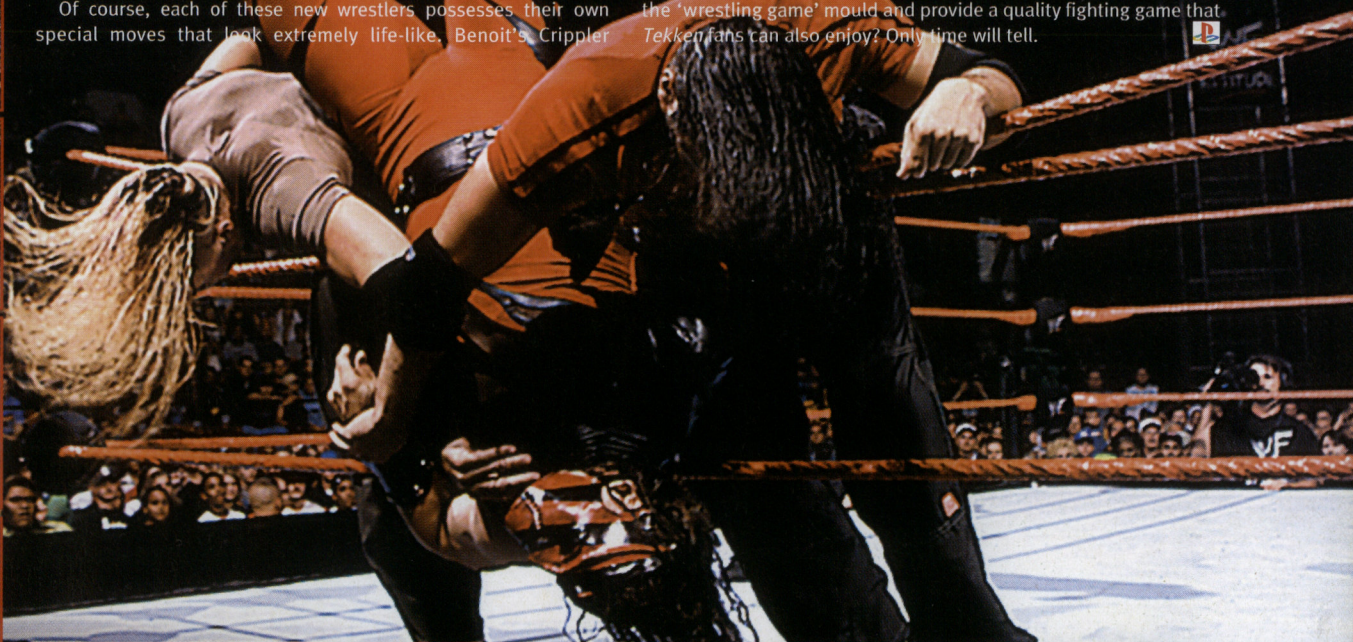
Graphics haven't really changed from the original *WWF SmackDown*.



There are plenty of characters and gameplay modes, but until the fighting engine is closer to *Tekken*, the market for *WWF SmackDown 2* will still be WWF fans.



The graphics, gameplay, AI and options have all been improved, making *SmackDown 2* a very exciting package.







## BUZZ LIGHTYEAR OF STAR COMMAND

Publisher: Activision Developer: Traveller's Tales Release date: December Origin: US Style: Kids action/adventure Players: One



Conquering evil wherever he finds it, Buzz is back to save the PlayStation.

Remember the first *Toy Story* movie where Buzz's illusions were shattered when he realised he was just a toy and not a Space Ranger?

Real or not, the undisputed megastar of the *Toy Story* films has returned to the PlayStation in an adventure based on his forthcoming animated TV show after his successful outing in the *Toy Story 2* game.

Taking his cue from the original *Crash Bandicoot* into-the-screen platformers, *Buzz Lightyear Of Star Command* sees Buzz racing a boss to the end of each level. Naturally, it isn't

just a simple jog – he needs to blow up bombs, shoot down enemies and collect power-ups as he goes. This simple idea is fleshed out with a variety of different ray guns and handy gadgets, including hoverboards and jetpacks, all designed to speed Buzz past would-be attackers.

Each boss has his or her own henchpeople to plague Buzz's every step. These range from zapping robots to strange one-eyed creatures to manta ray-like dive-bombing aliens. Of course, as Buzz is the hero, one shot from his sidearm blasts them to infinity and

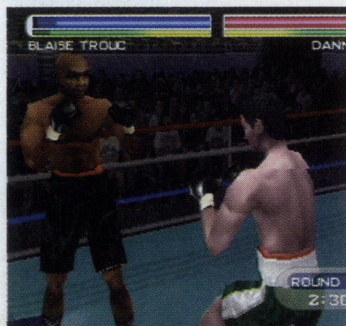
beyond... If you want a bigger, better gun, you'll have to pay credits for it. Power-ups include homing death rays, a grenade launcher, a weapon that fires a spread of plasma balls, and of course that comforting green laser.

Once the race is won, it's up to you to take on the boss in mortal combat, selecting the right weapon to drain his shields before lasering him out of existence.

Obviously aimed at junior space rangers, *Buzz Lightyear Of Star Command* promises to bring a bright and colourful blast. **PW**

## KNOCKOUT KINGS 2001

Publisher: EA Developer: EA Sports Release date: November Origin: US Style: Boxing sim Players: Two



Knockout Kings 2001 has the makings to be the most realistic boxing sim ever.

*Knockout Kings 2001* is an ultra-realistic sequel that reckons simulation beats arcade titillation every time.

EA has done away with the razzamatazz and introduced head feints, female boxers and a smarter presentation on top of good, generic commentary. The preview code we wangled is understandably glitchy, but it seems to embrace the tactical battle that boxing purists love about the sport.

The physical proportions of the fighters have changed and reach and weight now have practical implications. A reach advantage lets you work from range, while

squat fighters can move inside more effectively. As well as featuring a host of prized fighters, including Muhammad Ali and Lennox Lewis, you can rumble in a range of real-life venues such as Caesar's Palace, Madison Square Gardens and Wembley Arena.

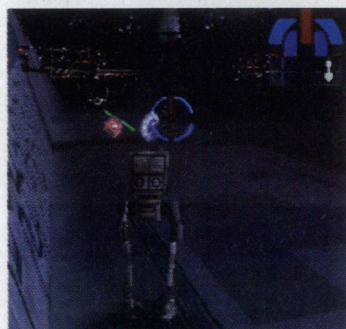
Power and pace are not enough to win bouts, rather they give you a tactical edge that must be exploited with good defensive work, such as avoiding and ducking blows. Even the vaguely arcadey 'big whacks' have been ditched in favour of more realistically motion-captured strong punches.

An energy bar indicates the fighter's resistance to punches – it is quickly eaten away as blows land, particularly to the head and in combos. Covering up and resorting to evasive manoeuvres regenerates the bar. But should your boxer take such a beating that resistance falls to zero, he'll soon be staring at the canvas, with you frantically bashing ✖ to try and get him up. There's also a stamina bar that translates as punch power and is weakened by body blows and missed punches.

Overall, it's looking tasty. Look out for a review soon. **LH**

## STAR WARS DEMOLITION

Publisher: LucasArts/Activision Developer: Luxoflux Release date: November Origin: US Style: Smash 'em up derby Players: Two

Kick off inter-stellar scuffles and wreck snowspeeders in this *Star Wars* demolition derby.

Never before has a *Star Wars* game put together characters from all four films or deviated so far from their plots. But *Demolition* is not like other LucasArts games. It's an arcade romp that pits various *Star Wars* hot rods against each other in the galactic equivalent of a drag race.

If you've ever wanted to know what would happen if a snowspeeder fought a rancor, in a booby-trapped arena, then this looks the best way to find out.

Unloading a range of weapons and a degree of intelligence, you battle against up to four foes, blowing the

hell out of their ships. Each vehicle is armed with primary and auxiliary weapon systems, which are powered-up by holding fire. Your main gun is a standard *Star Wars* laser, but you can collect everything from homing missiles to super-lasers to back it up. Tactics help too, as you can hide behind terrain, thus briefly ducking out of the target-rich environment.

Levels travel across beauty spots from all four films and they're littered with collectable weapons just waiting to fall into your trigger-happy fingers. However, you'll find many of these

deadly devices use technology not normally associated with the *Star Wars* films. Use the tractor beam to hold enemies at arm's length, then end them with your charged laser cannon.

Unlike the Force, *Demolition* is easy to master, but there is little variety as you compete for power-ups and scuttle around small environments with the sole aim of destroying others. What's more, the range of ships does little to compensate for these limitations.

Developer Luxoflux must add variety in time for release to ensure this arcade blaster lives up to the golden license. **LH**

## THIS IS SOCCER 2

Publisher: Sony Developer: Sony Release date: TBC Origin: UK Style: Soccer sim Players: Four

An improvement on the original, but is it enough to better *ISS Pro Evolution*?

When it comes to soccer games, Konami's *ISS Pro Evolution* is the stand-out. Critics worldwide have praised the game for its superb and sustained playability. So it is inevitable that any new soccer game is going to be compared to the reigning king.

Of course, *PSM* is always on the lookout for a game that might improve on the lofty greatness of *Evolution*. Unfortunately for Sony, *This Is Soccer 2* isn't that game.

While the original certainly impressed as far as graphics were concerned, it fell short in the gameplay

department, and most soccer purists quickly deemed it another average soccer sim. Thankfully, the game has improved in re-creating what actually happens on a soccer field and has upped the realism factor a notch or two.

Scoring goals, moving the ball around the field and coercing teammates into wider spaces is much more realistic. The first game failed in these simple fundamentals and most goals scored differed very little from each other. Now goals that cross the line have greater variation in power and height, giving more realism to the overall game.

The slick presentation of the original has been carried over to the sequel, but disappointingly the in-game graphics look uninspired. It's highly unlikely that Sony will spruce up this area in time for the release of the final version, but here's hoping.

On the positive side, many of the (unrealistic) flaws of the original have been ironed out and the four-player mode with a bunch of mates is excellent fun.

Overall, *This Is Soccer 2* is a good attempt at upstaging the *ISS* series, but not enough for the reigning king to get ready to hand over its crown... **RY**





# PLAYTEST

If you think it's chaotic driving round the streets of Sydney, try hooning round the US! On second thoughts, it could have been Rob's driving... Not recommended if you get car sick easily. It was a tough call whether it was safer being a passenger or a pedestrian, though – the *PSM* team nearly ended up as chalk outlines. Can't handle getting thrashed in *ISS Pro*, Rob...?

## PSM RATINGS

- |                                                            |                                                          |
|------------------------------------------------------------|----------------------------------------------------------|
| <b>10</b> For games that are near perfect. A must-buy.     | <b>5</b> The wrong side of average. We'd avoid it.       |
| <b>9</b> Highly recommended, this is a great game to play. | <b>4</b> Looking pretty dodgy. Major problems here.      |
| <b>8</b> Very good. Well worth considering as a title.     | <b>3</b> Very poor. Something has gone badly wrong.      |
| <b>7</b> Not bad, but minor flaws mean we have doubts.     | <b>2</b> Rubbish. An inept, short-lived game. Just crap. |
| <b>6</b> Fairly average. Not really worth purchasing.      | <b>1</b> Take CD from sleeve and use as coffee coaster.  |

## REVIEWED

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ATV Quad Power Racing	69	RC De Go	74
Evo's Space Adventures	69	Strider 2	75
Muppet Monster Adventure	70	Blaster Master Blasting Again	75





[PLAY TEST]



# Driver 2

Tanner is back behind the wheel. But this time he's cruising the streets of Chicago, Rio and Vegas in a number of smart vehicles...

The original *Driver* introduced Tanner, an undercover cop who, via some fancy underworld networking, landed various gigs as a getaway driver for the bad guys. But he was really only a shadowy figure lurking in the loading screen and pouting in the shadows of a few glitchy cut-scenes. The run of the missions was patchy and random, the supporting cast restricted to mumbled voice-overs.

That has all changed. For a start, there's a solid plot which props up the individual missions... The balance of power between a US crime lord and his Brazilian counterpart is threatened when the US honcho's bookkeeper cuts a deal with the Brazilian badass. Tanner and new sidekick Tobias Jones (voiced, satisfyingly, by Antonio Fargas) set out to track down the renegade bookkeeper and defuse the potential inter-continental drug-war.

The action, restricted in the original to a few standard US backdrops, now shifts from the cosmopolitan sprawl of Chicago to the heady menace of Rio – via Havana (ramshackle '50s time-warp) and seedy, seductive old Vegas. While the effect on the gameplay is mostly cosmetic, the location skipping is typical of the way the update strives to be more authentic and engaging. There's more depth of player involvement, more justification of the mission layout, more incentive to complete the mission and see how it affects the story and, geographically, where the twist might take it.

As for the missions, there's a new twist which goes some way

to fulfilling the hopes of the game evolving into *GTA* in 3D. Providing cops aren't tailing him, Tanner can pull up, get out of the car and commandeer any other stationary vehicle. Far from being a publicity-friendly gimmick, Reflections has brilliantly moulded this option into gameplay, keeping it limited enough to work as a thrill every time.

Some missions require Tanner to complete basic on-foot tasks, and many begin with him skulking in a warehouse or car park, with a variety of vehicle options. You can now zoom around in vans, buses, trucks, ambulances, fire engines and cop cars – each with recognisably different engine chug/purr, turning circle, damage resistance and poke. Again, this might sound gimmicky, but it adds up to a wider range of mission-completion possibilities.

Where cities in *Driver* were just standard, expanded grids of crossroads and T-junctions, there are now curvy bypasses, slip roads, fly-overs and underpasses. It's still easy to just follow the big black arrow on the mini-map, but there's a definite added satisfaction in using the improved main map screen to navigate around the more realistic city layouts. If the obvious path to goal seems too riddled with cops, there's always a multitude of alternative routes with unexpected scenery quirks and occasional secrets (there's talk of 'special' cars lurking in obscure garages – a Mini, a Lamborghini and the classic *Starsky & Hutch* red and white Torino).

But the master tweak is the interface. The original set-up, where

P.V.I.



<b>Publisher:</b>	Ozisoft
<b>Developer:</b>	Reflections
<b>Release date:</b>	November
<b>Origin:</b>	UK
<b>Style:</b>	Driving
<b>Price:</b>	\$79.95 (NZ\$99.95)

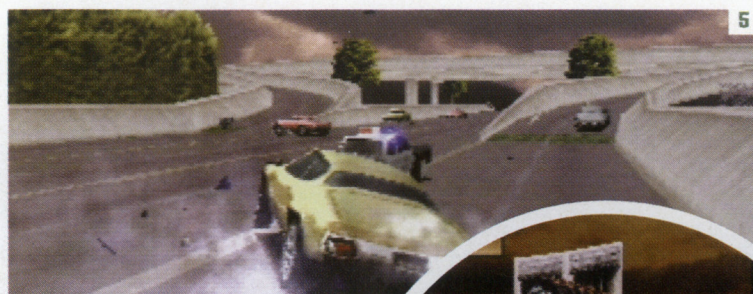
#### WHY NOT TRY...

<i>Driver</i>	9/10 PSM 22
<i>Grand Theft Auto 2</i>	9/10 PSM 29
<i>Destruction Derby Raw</i>	8/10 PSM 36

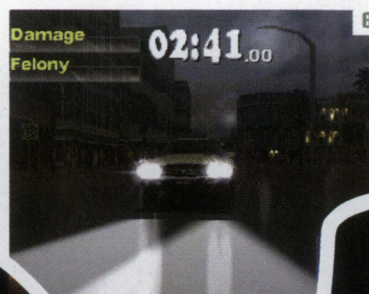


dual  
shock

analog

memory  
card2  
number  
of players

- 1 Recreate film scenes. *Speed*, anyone?
- 2 Two-player options include Capture The Flag.
- 3 Tanner can pull up, get out of the car and commandeer any stationary vehicle.
- 5 Curved roads mean more chance of skidding round if you don't like the brake.
- 8 The new rain effects are rather pretty.
- 7 The maps are massively in-depth.
- 8-9 Even though there are curved roads, it's still fun to hang handbrake turns...
- 10 Pile-ups are inevitable, especially when other drivers seem oblivious to your flat-out driving.



Tanner selected a job from his answer phone menu, must have seemed like a great, flexible idea at the time, but it forced players to replay the entire game if they wanted to see all the missions. Now, there's a more linear, less open-ended approach: tasks come one at a time, unlocking the next chapter on completion. This also means that, unlike in *Driver*, you can happily search your list of completed missions and replay your favourites when you feel like it. The hugely improved cut-scenes feature slick, cinematically paced animation, excellent character design, decent acting and some superb original music. Again, the terrific attention to unnecessary detail makes the single player game a joy to play through, with the linking

The two-player options are variants on the single player bonus games, plus the fantastic Capture The Flag mode (ram your mate's car to nab the flag). All the bonuses are just as good as the main game (without feeling tacked on), and the two player mode is a post-pub dream.

The whole thing swaggers with class. All of the minor *Driver* moans have been addressed, while the enhancements (including an easier-to-use Film Director and added polygons for extra scenery detail) are all precisely judged and deftly executed. The added graphical polish far outweighs any niggles about glitches or pop-up (still there but, depending on the scenery, barely

## "There's always a multitude of alternative routes with unexpected scenery quirks"

scenes lending a solid sense of relevance to the missions that follow.

Beyond the straight single player Walkthrough mode, there's a wealth of both single and split-screen two-player options which, on top of being great fun as sub-games in their own right, are also useful for training up those hard-driving skills. There's Quick Chase (catch and wreck a speeding opponent), Quick Getaway (you're public enemy number one), Gate Racing (drive through a twisting line of traffic-cone gates), Trailblazer (similar, but you have to hit all the cones), Checkpoint (you must speed to five set checkpoints) and Survival (stay wreck-free for as long as possible). Single player performances can be recorded and saved, offering limitless potential for coming back to beat those personal bests.

noticeable) and, across the board, the designers have concentrated on tuning up everything that made the original great, while rounding out the variety and replay value and snuffing out anything that cramped the style.

It's heartening to find a developer with the pride to put such effort and craftsmanship into a project that it knows full well would have sold pretty much regardless. A sequel is only ever going to be a sequel unless it can completely remould everything that made the original great and stand alone as a classic in its own right. Think *Terminator 2*, or *Godfather 2*, or *The Empire Strikes Back*, or *Aliens*. And now, think *Driver 2*.

Andy Lowe



### VERDICT

10

GRAPHICS  
GAMEPLAY  
LIFESPAN

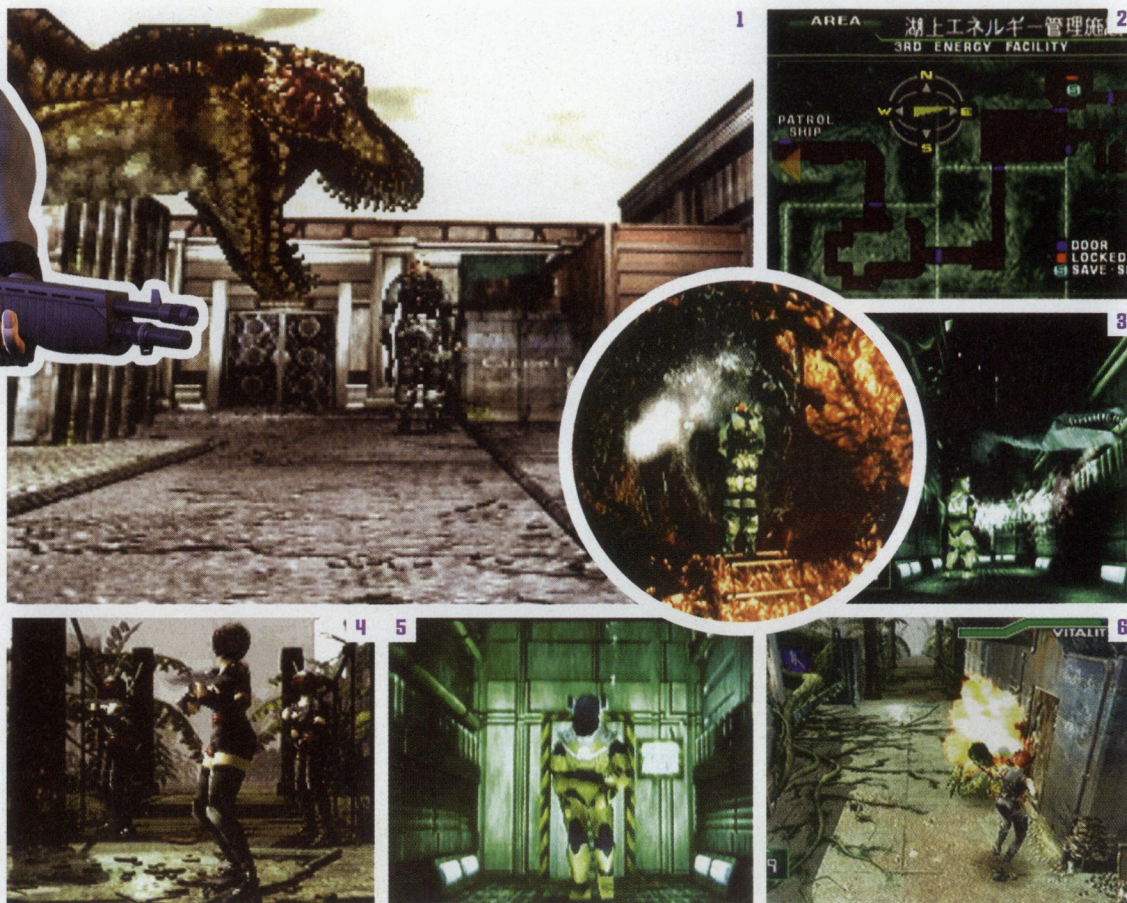
- 9 Fabulous cities, ace cut-scenes, great vehicles.
- 10 Pure entertainment. Drive like a '70s movie lunatic.
- 10 Tough. Masses of variety, options and modes.

Great plot, ferocious action, beautifully matched sound and music, eye-rubbing visuals (particularly the slick, rain-soaked night drives), stupidly entertaining two-player option... Dazzling.





[PLAY TEST]



# Dino Crisis 2



If you go down to the woods today, you'll be torn limb from limb...  
A bold step away from what could have been a predictable follow-up.

F.Y.I.



**Publisher:** Ozisoft  
**Developer:** Capcom  
**Release date:** November  
**Origin:** Japan  
**Style:** Action/adventure  
**Price:** \$79.95 (NZ\$99.95)

## WHY NOT TRY...

*Resident Evil 3 Nemesis* 9/10 PSM 30  
*Syphon Filter 2* 9/10 PSM 33  
*In Cold Blood* 8/10 PSM 36

**D**ino Crisis 2 fulfils the main criteria of a sequel of having more of everything – especially dinosaurs – however, it no longer falls under Capcom's survival-horror mantle. Instead, its creator Shinji Mikami has pre-empted criticisms that the rigid structure of the *Resident Evil* series and the original *Dino Crisis* have been taken as far as they can. As such, Mikami-San has created a game that is more action-orientated – even arcade-like in its simplicity – yet still contains many of the traits that made the original so entertaining, and it works well.

While *Dino Crisis* was a straightforward story well told, the follow-up is more episodic in its content. The game is split into a series of small vignettes within which the scenario unfolds via a succession of sub-stages comprising of roughly five locations. As these are explored and the obligatory dinosaurs enter stage right, an on-screen score system tots up bonuses for every reptile that is laid to waste. These scores are added up at the end of the segment, with additional bonuses for getting through without a scratch and taking out several targets with one shot.

The tally system works well because it is integral to your progression through the game. Rather than finding weapons via the accumulation of keys, door cards and the like, *Dino Crisis 2* lets the player buy whatever they wish providing they have sufficient cash. Computer banks are dotted throughout the game and act as both save points and weapon and ammo

dispensers, enabling Capcom to dispense with the stalwart inventory screens and associated item juggling.

The beauty of the system is that players can then lay waste to dozens of rampaging Velociraptors or Plesiosaurs in the pursuit of rocket launchers and flame throwers, or bottle it completely and worry about the heavy artillery later. However, with bigger and harder-to-kill dinosaurs introduced throughout the course of the adventure, certain weapons are ideally suited to dealing with particular species.

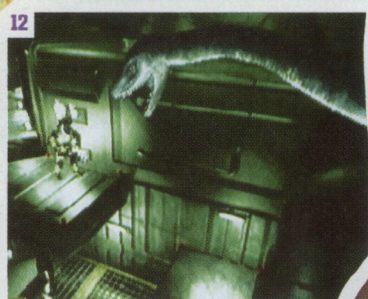
Keycards and the occasional logic test still form the bulk of the puzzles, while the cut-scenes again raise a smirk, and those interminable door animations are still there. The rotational control system has also been retained, complete with 180-degree spins and a tidy auto-targeting system. The majority of the game set in lush rain forest foliage contributes to Mikami's hopes for a more immediate game, with the simplistic yet effective control system perfectly balanced to deal with attacks of up to three dinosaurs simultaneously. But, oh those dinosaurs...

Capcom has completely reworked the graphics, with the two heroes, Regina and Dylan, considerably larger and more detailed and the animation as they run, stroll and take arms is incredibly smooth and realistic. Rightfully taking centre stage, though, are the dinosaurs.





- 1** The fright factor has been cranked up a notch.  
**2** Your map will be your best friend as you negotiate military facilities and dense undergrowth.  
**34** In the jungle, the mighty jungle, the dinosaurs creep tonight...  
**58** The graphics are a significant improvement on the first game.  
**78** You'll work up a sweat in your hunt for the meanest lizards to ever walk the Earth.  
**810** Despite their size, most beasts manage to creep up on our hero unawares...  
**112** Fans will either love or hate the new structure.



Signified by a slight rustling of foliage or a distant scratching, *Dino Crisis 2*'s dinosaurs are every bit as clever as the ones that tore Bob Peck to bits in *Jurassic Park*. As well as attacking in packs of three, they also seem to come out of nowhere. The 'raptors will try to outflank the player via attacks from out wide. A Triceratops will attack to defend her babies, while Plesiosaurs rule the waves and Pterodactyls the skies. By far the star of the show, however, is the huge Gargantosaur that appears in the game's intro and adopts a similar role to *Resident Evil 3*'s Nemesis by appearing throughout the course of the adventure. In total, 12 species inhabit *Dino Crisis 2*, with Capcom explaining the larger number via a convoluted time travel scenario.

Set directly after the events of the first game, a military outpost has rather unwisely taken over Dr Kirk's experiments to breed the prehistoric killers. As is always the case, things have gone arse-up and a time travel experiment has thrown the scientific base back to the Cretaceous period. Regina is paired with the gung-ho Dylan and an army of soldiers and sent back in time to find and rescue survivors and bring them back. The resulting journey means Regina is on Dino turf for the sequel. Indeed Mikame's obvious love of cinema results in visual influences from everything from *Predator* and *Platoon* to, logically, the two *Jurassic Park* films.

The Cretaceous setting is also put to excellent use as a means to keep you constantly on your toes. The game is evenly split between locations based on the displaced scientific complex and the surrounding jungle location. As with the original, parts of

the complex cannot be accessed until the relevant keys are found, but as the game gradually reveals its secrets it proves that it is more than a match for its stablemates in terms of taut plot and shocks. It also ups the ante slightly with the addition of a wider range of locations and the inclusion of sub-games that dovetail beautifully into the CGI scenes and in-game events.

Of particular note are the underwater scenes where Dylan dons a diver's suit to explore a submerged base. Not only does this add a number of aquatic species to the dinosaur count, but the shimmering effect of the water and the addition of a jump move create the feeling of playing a completely different game. The same can be said of the first-person sub-games that throw up additional moments of suspense and terror.

*Dino Crisis 2* is resplendent with clever touches that are only noticeable after prolonged play. The camera angles, for example, are all positioned to make it look as if you're being permanently pursued, which is not the case, but they add tension nevertheless.

Although the game's move towards action has made it rather unrelenting at times, Shinji Mikame and Capcom deserve applause for this bold step. *Dino Crisis 2* is by no means perfect, but at its heart it is a playable and entertaining game that is far more accessible than its predecessor and one that doesn't sacrifice content in its pursuit of simple gameplay. Good news indeed.

Steve Merrett

## VERDICT

9

GRAPHICS  
GAMEPLAY  
LIFESPAN

- 9** Varied, with the dinosaurs stealing the show.  
**9** The move to arcade fare works surprisingly well.  
**8** Incredibly tough, but slightly repetitive at times.

All the elements that made the survival-horror genre so popular are included, but the immediacy of the gun-based action makes for a more fast-paced game.





# Speedball 2100

Is it just us, or haven't we played this before...?

Marking a faintly disturbing stage in the evolution of videogames, *Speedball 2100* provides more evidence of convergence between the game and movie industries. Empire has done what countless film companies have got away with over the years – it's reconstructed a classic original, applying a modern veneer to hook younger punters and generate oodles of cash.

*Speedball 2100* is a slavish remake of best-selling Amiga title *Speedball 2*, which was way ahead of its time back in the early '90s. Influenced by the movie *Rollerball*, *Speedball* is a sport of the future and, like all 22nd Century ball games, it's extremely violent, looks like a cross between British Bulldog and ice hockey, and has a score measured as much in fatalities as points.

But, considering the future-sport premise, *Speedball* hasn't changed much in the last 10 years. *2100* is almost indistinguishable from its predecessor. Which makes you wonder how all the painstaking work put in by its developer could have produced such an unadventurous sequel.

For the uninitiated, *Speedball 2100* puts you in charge of Brutal Deluxe, an unsuccessful team competing in Division 2 of *Speedball*'s Bronze League. The game's controls are easy to master and you'll soon have your shiny chaps lobbing steel balls at one another and grinding their opponents into the ground. To aid your progression, you can buy stars or upgrade your current players with body armour bought with the cash you collect as you scamper around the pitch. Points are scored by putting the ball in the hole at the end of the playing area, lighting bonus stars, hitting an orb in the ground and even injuring your opponents. Win the league and you move on to a series of tougher challenges.

The gameplay translates well, and it's a testament to the abilities of the original programmers that – with the minimum of graphical tweaks – their efforts still stand up in the hugely competitive world of modern gaming. The question is, will older players enjoy such an accurate remake of a game they owned nearly a decade ago? Probably not.

Several features have dated badly. The trajectory of the ball is gravity-defying, especially when you throw a long pass, while the game is further let down by its simplistic editing facilities, bland Manager mode and unengaging two-player option.

On a more positive note, the regular power-up roster (including player freezing and speed-ups and slow-downs) has been padded out with new additions such as a force field that blocks your goal.

But *Speedball 2100* fails to challenge veteran players mainly because the old, productive scoring methods come flooding back after a very short time. And further progress into the game quickly reveals that the later levels, despite their greater difficulty, follow exactly the same format. Even the teams are the same.

Players who haven't seen the original game probably won't judge *Speedball 2100* quite so harshly. Certainly, the well-pitched scoring permutations are a marvel. You can find yourself a few points behind in a game, and nowhere near another target, when suddenly some knackered old defender will lollipop your way. Hit him hard enough and you can reduce his power gauge to zero. He has to be carried off in a stretcher, and before you know it you've got your winning points.

But these are short-lived joys, and discerning modern gamers are not going to be impressed by *Speedball 2100*'s lack of depth. Shame.

Lee Hall



- 12 Pure macho carnage is the order of the day.
- 8 Throttle opponents left, right and centre in the ruthless pursuit of points, cash and the glory of victory.
- 4 You're not restricted to playing with the cards you are originally dealt.
- 5 Cash collected in the arenas will buy you new players and much-needed power-ups.

## P.Y.I.



**Publisher:** Empire/QV Software  
**Developer:** Bitmap Brothers  
**Release date:** Out now  
**Origin:** UK  
**Style:** Arcade/action  
**Price:** \$79.95 (NZ\$99.95)

## WHY NOT TRY...

*ISS Pro Evolution* 10/10 PSM 32  
*NFL Blitz 2000* 9/10 PSM 31  
*Riot* 7/10 PSM 3



## VERDICT

7

GRAPHICS  
 GAMEPLAY  
 LIFESPAN

- 7 An updated version of the original, and not special.
- 7 Happily, some things never change – great scoring system.
- 6 Do it all, then do it all again, and again.

Bitmap Brothers could have come up with a fabulous, addictive, modern sequel. Instead, we get good gameplay without longevity. A missed opportunity.



dual  
shock

analog

memory  
cardnumber  
of players

- 12 Take to the air with some almighty jumps that enable you to pull off the most radical stunts you will ever see...
- 3 ...until *Mat Hoffman Pro BMX*.
- 4 Even the most catastrophic landings never end up with Dave's goolies wrapped around the crossbar. Thankfully.
- 5 The handling may not be as fluid, but your BMX will out-trick the trickiest of skateboards.

[onTHECD]



# Dave Mirra Freestyle BMX

Don't expect to find any decorated baskets, fluoro flags or even spokey dokeys attached to the two-wheeled steeds in this BMX sim.

Gamers are going to be spoilt rotten! After much longing for a decent BMX sim, fans are going to have two to choose from - *Dave Mirra* and *Mat Hoffman*. Each has been highly touted by their respective publishers and they both appear to have immediate strengths.

*Dave Mirra Freestyle BMX* looks to have covered every inch of the sport. The line-up of riders is second to none. Apart from the Man himself, you can play as Ryan Nyquist and other young guns Kenan Harkin, Tim Mirra, Troy McMurray, Mike Laird, Leigh Ramsdell, Joey Garcia, Chad Kagy and Shaun Butler. Each rider is coded with individual strengths, so they all behave accordingly in terms of speed, control and air.

Both Mirra and Nyquist are responsible for all the motion-capture, however, despite the smoothness of the riders, it doesn't look particularly impressive. Stacks look suitably painful, with snapped arms flinging about and riders that suddenly look like a sack of jelly. Slapping yourself then getting wiped out by a speeding train is the best stand-out!

Just like the tricks and gameplay in *Tony Hawk's Skateboarding*, *Freestyle BMX* is hyper real. All the tricks (and there are plenty of them) are possible in real life, but exaggerated, and the game certainly has its fair share of arcade elements. For BMX purists that are after a standard model with no extras, keep on looking. This isn't it.

As you may expect, tricks can be linked for bigger combos. So, depending on how much airtime you can pull from your rider and the size of the object from which you're launching yourself off, you can try anything from a bar spin to a 'Superman to tabletop to flair to crooked grind' combo.

One of the coolest things in the trick system is the 'modifier'

button. After you've tried a standard trick, a tap of this button will vary what the rider would normally do. So if you've tried a candy bar, a quick tap will turn it into a no footer-candy bar. There are all kinds of grinds, spins, stalls and airs, and getting your head (and thumbs) around them all is a massive task.

The gameplay in *Freestyle BMX* is based on a tweaked version of *Thrasher: Skate And Destroy*'s game engine. Whether you loved or hated that game is besides the point, though, as the two feel completely different - *Mirra* has a stronger arcade slant. The main similarity between them is that it's imperative to build up your trick arsenal to be a successful rider.

While the levels aren't massive, they are reasonably sized. They're not saturated with detail either, but look quite good. There are 12 levels and some of them include excellent nooks and lines to pump in and out of. Making your way through ProQuest (career) will open up the remaining levels and sponsorships.

What *Mirra* does lack is a simultaneous two-player mode. A turn-based mode has been included that lets you compete for titles in longest grind, sickest trick, big air and gnarliest crash, but not being able to land square on the head of your mates is a let-down.

Real sponsors have been hooked in, so all the bikes, helmets and clothes have been modelled from the real deal. A wicked line-up of musos has also been assembled for the game's soundtrack, including Rancid, Cypress Hill, the Deftones and Pennywise.

Until PSM sees the final version of *Hoffman's* game, it's difficult to lean one way or the other. But *Dave Mirra Freestyle BMX* certainly has the goods.

Richie Young

F.Y.I.



Publisher:	Acclaim
Developer:	Z-Axis
Release date:	Out now
Origin:	US
Style:	BMX sim
Price:	\$79.95 (NZ\$99.95)

## WHY NOT TRY...

<i>Tony Hawk's Pro Skater 2</i>	9/10 PSM 38
<i>Grind Session</i>	8/10 PSM 38
<i>No Fear: Downhill Mountain Biking</i>	7/10 PSM 29

## VERDICT

8

GRAPHICS  
GAMEPLAY  
LIFESPAN

- 7 The frames move along without missing a beat, but the detail loses out.
- 8 The levels, challenges and comps make this one pretty exciting!
- 8 It takes plenty to truly master all there is in this game.

Physics, stunts, riders and big air. What else could you want in a BMX game? All the trick variations and level challenges provide plenty of longevity.

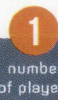




[PLAY TEST]

dual  
shock

analog

memory  
cardnumber  
of players

# Tenchu 2: Birth Of The Assassins

Ooh, be careful with that blade. You'll do yourself a ninjury...

There's a common misconception that ninjas were honourable warriors. If a Daimyo (the warlords of feudal Japan) employed their services as assassins, thieves or spies, their standing among other Daimyos would drop massively. They would be considered low-down, dirty scoundrels, and in a society where honour was paramount, to dishonour yourself in such a fashion would be a transgression of the highest order.

But then, this is the year 2000. Who cares about history any more? *Tenchu 2* certainly doesn't – it mixes ninja practice and the Bushido Code of Samurai honour to create an utterly contradictory honourable ninja. But not to worry, it's still a top game.

Fans of the original *Tenchu* will know the form. As Rikimaru or Ayame, two budding young ninjas, you face a series of missions that require stealth, cunning and a bit of forethought to complete. To do the job, you're armed with a sword, a grappling hook and a selection of other equipment, such as healing salves and gunpowder fireworks.

The one thing that you need to try and avoid is open combat with the enemy. This isn't the kind of game where you can carve up endless baddies and expect to come out unscathed. No, the guards, sentries and other warriors that you encounter in the game can easily deal you as much damage as you dole out yourself, and if you get into it with a ninja sporting a set of poison-tipped Katana blades, you'll be in a whole world of pain.

But, and fans of the original will remember this too, there are ways around enemy warriors. Hold down **●** and you'll move in stealth mode, which is slower than normal movement, but is completely silent. As long as you stay out of your foe's visual field and approach from the side or rear, you'll be able to dispatch him with a single blow from your sword. Do it properly and you'll be treated to one of many grisly little cine-sequences, where your ninja does the bad guy in with a touch of style. Needless to say, it's not the most bloodless of games – 20 minutes in and your eyeballs will feel like they've been dunked in red ink.

One of *Tenchu 2*'s greatest strengths is the way it teaches you to use terrain to your advantage. After your first few goes, you'll realise the fruitlessness of outright combat – it's too health sapping to frequently engage the enemy on his terms. You have to look at the scenery around you as your friend and weapon; what would happen if you grappled up that tree? Could you plop down behind the enemy as he passes below and do him in, real quiet like? You'll start to get all creative with your strategies, and every new terrain type, be it a forest, coastal town or mountainous climb, offers a fresh set of challenges.

The only let-down is that it's not so different from the original – there are no new moves to speak of, just another load of stealth-based missions. We can't judge it too harshly on this count, though – it's still absorbing, addictive fun, and when a mission throws down the gauntlet by beating you, you've just got to get back in and have another go. Praise enough for our historically inaccurate ninja friends, then – *Tenchu 2*'s a must for those who missed out first time and well worth a gander for those who didn't.

Al Bickham



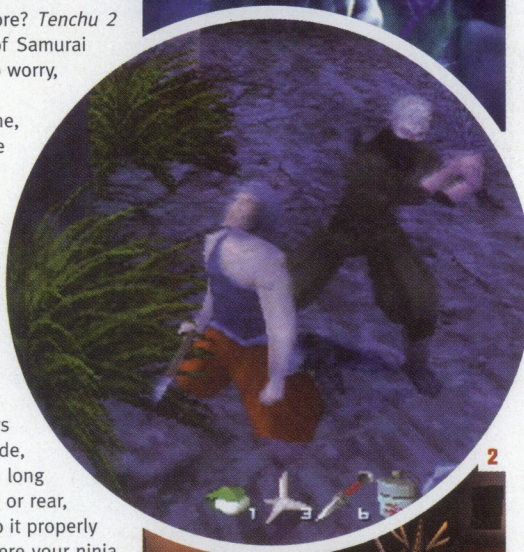
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1 It's the man with the masked face. Pull him back by the horns, then lance his neck for his troubles.

2 Sadly, kamakaze attacks and in all too sudden death.

3 While larking at the park our ninja is shocked as a man falls out of the sky.

4 It's your job to skulk about and take out stupid guards and the like...



2



3



4

## P.V.I.



<b>Publisher:</b>	Activision
<b>Developer:</b>	Acquire
<b>Release date:</b>	Out now
<b>Origin:</b>	Japan
<b>Style:</b>	Sneak 'em up action
<b>Price:</b>	\$79.95 (NZ\$99.95)

## WHY NOT TRY...

<i>Wu-Tang: Taste The Pain</i>	8/10 PSM 30
<i>ShaoLin</i>	8/10 PSM 29
<i>Tenchu</i>	8/10 PSM 16

## VERDICT

7

GRAPHICS  
GAMEPLAY  
LIFESPAN

8 Beefier and smoother than before.

7 Cheekily challenging, but in a good way.

8 The Mission Editor adds stacks of re-play value.

*Tenchu 2* loses a point or two for being little more than a mission pack for the original, but it is still an absorbing title and the Mission Editor means you'll keep coming back for more.





multitap



dual shock



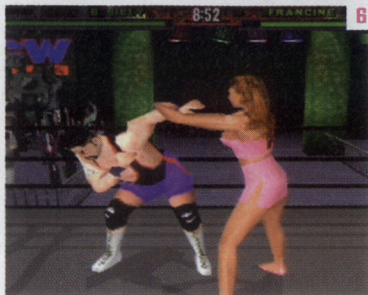
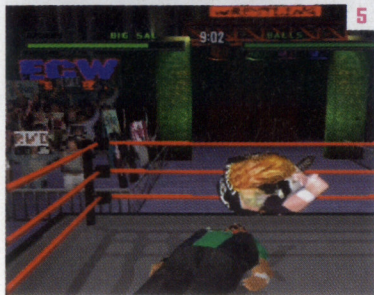
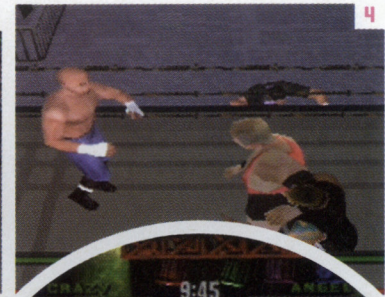
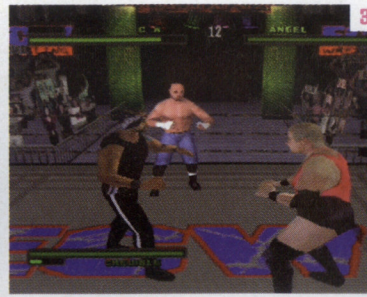
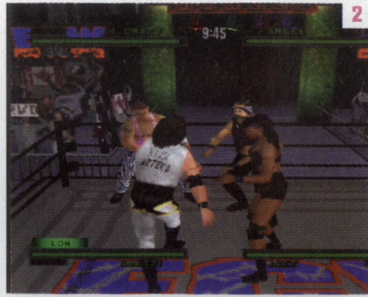
analog



memory card



number of players



- 12 Forget kicking arse, in *ECW* you kick lord-arse thanks to the Deep South's inexhaustible supply of huge, pot-bellied fighting men.
- 3 The colours are muted, the polygons glitchy and the animation shoddy.
- 4 Part of the problem is that the game engine is something like four generations old...
- 56 Winning bouts seems more a matter of chance than skill.



# ECW Anarchy Rulz

ECW, as far as anyone can tell, is the poorer relation of the WWF and the WCW. So the game translation is spot on, then...

There's a slight chance that anyone who subscribes to Pay TV may be familiar with this particular flavour of wrestling... Now that the Olympics is over it is a great relief that we can get back to some hardcore wrestling. *PSM* found all of that Greco-Roman cuddling lacking in 'oomph' and sexually confusing for that matter, too. Instead of belting seven shades of purple out of each other (or looking like they were doing it), the Greco-Roman chaps looked like they were rehearsing for the sequel to *Boogie Nights*.

*Anarchy Rulz* is wrestling the way everyone likes it, with lots of over-the-top moves, silly costumes and vitriolic chest beating. Choose your Lycra-clad love machine of choice and then go head-to-head with another wrestler from the ECW stable.

incarnations. These include Table Matches and Fire and Brimstone Matches. However, for the most part, the new modes are nothing special. Also, some of the options, like the Dumpster Match, are boring, as they don't offer anything no one hasn't seen before.

The line-up of beefy blokes on offer includes a roster of fabulous nobodies and WWF rejects whom, again, only die-hard wrestling fans will recognise. Who the hell is Justin Credible? This guy should not only have a serious talk with his manager about a name change, but he should also go back to body slam school, as his moves are utter rubbish.

In the game's defence there are some pleasingly intricate special throws, but more often than not it is very hard to make them

"There are special throws, but manic button-bashing tends to get the job done"

However, the most important question is, is it the best wrestling game on the PlayStation to date? In a word, no. But some of you die-hard wrestling fans may enjoy it all the same.

If you look closely enough at *ECW Anarchy Rulz* you'll notice that the game hasn't changed much since *WWF Attitude*. This is disappointing, as there isn't a substantial improvement in the visuals. Worst of all, the at-times dodgy artificial intelligence and collision detection that plagued the previous games in Acclaim's series are still problematic.

There are some new modes that weren't found in previous

happen, as manic button-bashing tends to get the job done. If you attempt to perform a more advanced move, most of the time you will be dropped to your feet by an irritatingly simple flying fist to the face.

*ECW* isn't a total waste of time, as the commentary is fairly good, and some of the over-the-top moves, like the ever popular power bomb, are passable. However, to be honest, other wrestling games, like *WWF SmackDown*, leave *ECW* bruised, battered and feeling sorry for itself.

Steve Polak



## F.Y.I.



<b>Publisher:</b>	Acclaim
<b>Developer:</b>	Acclaim
<b>Release date:</b>	Out now
<b>Origin:</b>	US
<b>Style:</b>	Wrestling
<b>Price:</b>	\$79.95 (NZ\$99.95)

## WHY NOT TRY...

<i>WWF SmackDown</i>	8/10 PSM 34
<i>WWF Attitude</i>	8/10 PSM 26
<i>WCW Mayhem</i>	7/10 PSM 29

## VERDICT

6

GRAPHICS  
GAMEPLAY  
LIFESPAN

- 6 The graphics engine is terribly dated.
- 6 Simple, and at times satisfying.
- 6 Lots of options, but most feel very similar.

A load of brand new options poorly bolted to a not-so-good game. Wrestling games are rarely well-made, and this is no exception...





## [PLAY TEST]

dual  
shock

analog

memory  
cardnumber  
of players

- 12 Panning camera shots really look the part, but actually sitting behind the wheel of the thing is the business...
- 86 The screen is relatively uncluttered - you're given the minimum of information you need to work out your speed, position and pointage.



[onTHECD]



# Formula One 2000

Here comes Sony's new F1 challenger, looking to pip EA to pole position... Can it re-claim the F1 crown?

One of the real benefits of the FIA's generosity with its Formula One license is that it makes videogame developers and publishers try harder. With EA, Ubi Soft, Video Game Systems and now Sony paying to use the organisation's full roster of teams and track data, the inclusion of Schumacher, the Monaco circuit and realistic-looking Arrows cars is still important, but to a lesser degree. Instead, with at least four recent FIA-approved titles vying for our attention, the games live and die by their gameplay - and Sony's latest effort is well worthy of a place up there with the front-runners.

Developed by Studio 33, *Formula One 2000* continues the team's re-invention of Psygnosis' successful *Formula One* games. Just as the developer worked wonders with *Destruction Derby Raw* via a core of tight controls and well-judged options, so similar attributes have been brought into play for *Formula One 2000*. The result is a title that sticks to the fundamental rules of F1 games: it boasts no major surprises, but it does offer good, solid entertainment to suit both arcade enthusiasts and ardent F1 fans. All the familiar elements are in place - the obligatory Siemens/Tag Hauer logos and digitised racer photos - yet to *Formula One 2000*'s credit, it still comes across as fresh.

A great deal of this can be attributed to the sheer buzz of racing its 17 circuits. So much of the excitement of F1 comes from the event as opposed to the racing, and *Formula One 2000* cleverly exploits this. A brilliant low-slung third-person view takes full advantage of the speed and skill of each race (although the familiar in-car and first-person views are also on offer), while visible damage as corners are mistimed adds fervour to the action. The full complement of time trials, pitstops and the like add the finishing touches to the balanced real-life/arcade gameplay. Granted, all this has been done a dozen times before, but with unpredictable weather conditions, a roaring crowd and a similarly roaring Murray Walker

contributing to the game's enthusiasm, *Formula One 2000* captures the mood of an important race perfectly.

Not that the actual racing elements are any less accomplished. As demonstrated with *Formula One 2000*, Studio 33 is fast becoming synonymous with finely tuned but playable racing games. At first, *Formula One 2000*'s cars seem surprisingly heavy and solid - slightly at odds with the fragile nature of the sport's multi-million-dollar vehicles. However, countering this is incredible acceleration, combined with the real-life tracks that regularly confound David Coulthard, actually removes the skating feel that plagues too many racing titles. The upshot is a heightened sensation of grip that almost makes you feel like you're one with the car - which is what we're all looking for from our F1 games. This control system is equally at home in Grand Prix mode and the more forgiving arcade races, and can be further enhanced courtesy of an exhaustive options menu. What is a pity, though, is that the various weather conditions appear to have no effect on the cars' handling, whereas every other bump and accidental diversion does...

So the real issue we're faced with here is, does it beat EA's all-singing, all-dancing *F1 Championship Season 2000*? For PSM's money, yes, it does. *Formula One 2000* may lack the overtly showy visuals of EA's game, but because it focuses on a well-balanced control system, everything else just falls into place perfectly. The various gameplay components stack into a towering F1 experience, and the feeling of overtaking the leader on a tight corner while Murray's yelling in your ear is simply magnificent. In a genre where there are so few significant differences between the PlayStation's assorted F1 racers, *Formula One 2000* is currently in the lead - if only by a nose.

Steve Merrett



## F.V.I.



Publisher:	Sony
Developer:	Studio 33
Release date:	Out now
Origin:	UK
Style:	Racing
Price:	\$79.95 (NZ\$99.95)

## WHY NOT TRY...

<i>F1 Championship Season 2000</i>	8/10 PSM 39
<i>F1 2000</i>	8/10 PSM 34
<i>Formula One 99</i>	8/10 PSM 28

## VERDICT

9

GRAPHICS  
GAMEPLAY  
LIFESPAN

- 8 Drab colours, but a good level of detail.
- 9 Well-judged, but practise does make perfect.
- 9 Plentiful options mean it grows with you.

*Formula One 2000* recreates the feel of an F1 race without taking itself too seriously. It boasts a solid and beautifully realised control system, and sufficient extras to make it a thoroughly satisfying racer.



# F1 Championship Season 2000

The latest update to EA's F1 stable is here. But is it worth shelling out for?

It's the \$80 question. Can you justify purchasing EA's latest F1 update? Is it different enough to warrant the outlay? Are there enough tweaks and twiddles to make *F1 Championship Season 2000* better than last year's effort?

Well, for starters, you'll be pleased to hear that it's a very accomplished racing game. It rips along at a good old pace, the cars handle as swiftly and twitchily as you'd expect them to, and the graphics are spot-on. For those of you who don't relish the super-realistic aspects of F1 racing in your games, there are also the racing line, steering and braking assist options that you'd hope to find present. It's got all the up-to-date drivers, teams and tracks plucked from real life and coded up for your playing pleasure. In short, it contains everything that you would expect from such a high-profile EA Sports title.

So why does it taste a little like ashes in the mouth? Well, for starters, it's really not that much different from *F1 2000* (PSM 34, 8/10), which is barely six months old. In fact, it's almost identical. Despite the new team data and car paint-jobs aspect, there's really very little to tell the two games apart. There are a few new graphical niceties in place, but certainly nothing earth-shattering or fundamentally game-changing. The scenario races, which are played aside from any race weekends or full championships, are new and, interestingly, they're based on actual events that have happened this season. They're mission-based affairs, requiring you to make up a certain amount of points for your team per race and so on, and make a pleasant change from simply aiming single-mindedly for the finish line. A real boon for those that have been religiously glued to the goggle box for the last eight months or so, but that hardly makes up for the rest of the game coming on like a carbon copy of *F1 2000*.

So, the answer to our initial question can be broken down into the following: don't buy it because you think you need it, and certainly don't buy it because anyone tells you that you need it. Buy it because you didn't get around to buying *F1 2000*. And most importantly, don't buy it if you already have *F1 2000* – you'll just end up feeling ripped off. Ultimately, *F1 Championship Season 2000* is a smashing game, and as such, we can't be very harsh with it. But in the end, \$80 just for an overblown expansion pack is just too darned expensive.

Al Bickham



- 1 The in-cockpit view really helps to emphasise the action. From here you get a good feel for just how twitchy your rocketship is.
- 2 There's a boot-load of race options, including objective-based scenarios.
- 35 All the current season's drivers, teams and tracks are featured.

## F.V.I.



Publisher:	EA
Developer:	EA Sports
Release date:	Out now
Origin:	US
Style:	Racing
Price:	\$79.95 (NZ\$99.95)

## WHY NOT TRY...

Formula One 2000	9/10 PSM 38
F1 2000	8/10 PSM 34
Formula One 99	8/10 PSM 28



## VERDICT

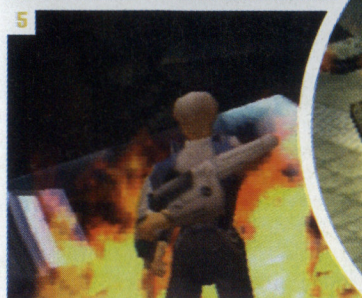
8

GRAPHICS  
GAMEPLAY  
LIFESPAN

- 8 Nice weather and reflection effects, and some tasty textures.
- 8 Good solid racing action. Respectable, if unoriginal.
- 7 With any luck, longer than it takes to release the update.

*F1 Championship Season 2000* is a great Formula One game, but there's almost nothing here for those that already have *F1 2000*. If that's you, remove four points from the score.





18 Despite the existence of a fairly engrossing storyline and mission-based objectives, all you're really called on to do is blow things up. Lots and lots of things, but in the right order, of course.

48 It's not easy taking out a tank without the adequate equipment like, say, a bazooka with a five-mile range, but it can still be very satisfying.



# Silent Bomber

It is far from silent, but there are certainly plenty of bombs... Keep your eyes peeled if you don't want to be blown to smithereens. Ouch.

Your mission in *Silent Bomber* is to blow stuff up and avoid getting blown up yourself. You play Jutah, a white-haired, Manga-style soldier of the future, armed only with a selection of incendiary devices. Unlike most shoot 'em ups, though, the nature of your arsenal means that to kill your enemies you must first get quite close to them.

There is a device that enables you to place your bombs a small distance away from yourself but, particularly when confronted by giant boss characters, you'll definitely be wishing that mission control had armed you with a rocket launcher instead. The gameplay

This is achieved either by increasing the number of bombs you can release simultaneously or by increasing the range at which you can drop them. Obviously such improvements are invaluable when taking on enemies roughly 100 times your size, so it's worth hunting around the levels to find as many E-chips as you can. It's also possible to earn extra characters for use in the two-player Battle mode, but then, the Battle mode is so bad that it offers little incentive for you to keep playing.

While *Silent Bomber* is certainly a shoot 'em up, it differs from

"...it differs from mindless blasters because button-bashing is definitely not an option"

is mission-based, and despite a distinct lack of any objectives, other than blowing stuff up, beautifully crafted cut-scenes tell a fairly engrossing story between levels.

In-game visuals are sadly not of the high standard set by the intro sequence. This is a real shame because Jutah is superbly animated and looks out of place against the simplistic and repetitive scenery that makes up a large portion of Bandai's vision of the future.

As you progress through the game, blowing up bigger enemies, you come across tokens known as E-chips which, at the end of each mission, can be spent on improving your offensive capabilities.

mindless blasters such as *Millennium Soldier: Expendable* because button-bashing is definitely not an option. Apart from the fact that you'd be left sitting on top of a pile of bombs and pressing the detonate button, you need to intelligently prioritise targets to be successful. There's no point focusing all your attention on a giant boss character if there are still battle robots being manufactured on the level and hunting you down. Unfortunately, if it's your 20th attempt at beating that boss, you'll probably feel there's no point playing any more.

Justin Calvert

## P.Y.I.



<b>Publisher:</b>	Ozisoft
<b>Developer:</b>	Bandai
<b>Release date:</b>	Out now
<b>Origin:</b>	Japan
<b>Style:</b>	Blow 'em up
<b>Price:</b>	\$79.95 (NZ\$99.95)

## WHY NOT TRY...

<i>BattleTank: Global Assault</i>	7/10 PSM 35
<i>Bombberman</i>	7/10 PSM 24
<i>Millennium Soldier: Expendable</i>	8/10 PSM 31

## VERDICT

7

GRAPHICS  
GAMEPLAY  
LIFESPAN

- 7 Superb in places, bland in others. Very inconsistent.
- 8 Occasionally frustrating, but an enjoyable blast.
- 7 A little too repetitive to grip you for long.

*Silent Bomber* is a well-presented and enjoyable shoot 'em up. There's plenty of fun to be had here, but it can be very frustrating and you probably won't feel like persevering with it for long.



## Eternal Eyes

**Publisher:** Jack Of All Games/Sunsoft **Developer:** TAMM **Release date:** Out now **Origin:** Japan

**Style:** RPG **Players:** Two **Extras:** Dual Shock, Memory Card, Analog **Price:** \$79.95 (NZ\$99.95)

Equal parts *Pokémon* and *Final Fantasy Tactics*, *Eternal Eyes* is a strategic RPG that has you creating little creatures called Mappets to do the fighting. In the magical Gross Kingdom, an evil military boss named Vorless is planning on culling all Mappets and their Mappeteer trainers using a big sword, which he's borrowed from

**VERDICT**

**5**

an evil goddess named Luna. Only a group of kids, rallied together by the legendary alchemist and creator of the Mappets, Shirley, can stop his

megalomaniacal scheme... Unfortunately, the original plotline is served up with a rotatable isometric perspective, 2D characters, the usual inventory and menu systems, and the same old generic towns and townsfolk. However, the Mappet combat is surprisingly gripping—you're able to produce up to 150 possible beasties, all with their own attacks and strengths. The turn-based battles will frustrate some but engage others. Ultimately, though, you never connect with the characters or give a toss about the storyline. Not what you want, really. **PR**



## ATV Quad Power Racing

**Publisher:** Acclaim **Developer:** Climex **Release date:** Out now **Origin:** UK **Style:** Racing

**Players:** Two **Extras:** Memory Card, Dual Shock, Analog **Price:** \$79.95 (NZ\$99.95)

Quadbiking – it's just motocross with four wheels, isn't it? Well, no. For starters, you can take a quadbike over terrains like ice and sand dunes without it falling over at the first sniff of a corner. However, *ATV Quad Power Racing* is riddled with problems, big and small. The most glaring is that, when there are other vehicles on the screen the processor seems to pack its bags and bugger off. The slow-down is absolutely fearsome and leaves 75mph feeling more like 15. The

**VERDICT**

**3**

graphics are no better. There are patches of the tracks where you can see other bikes through the hilly terrain that, aside from being distracting, is just plain crap. The track design falls into a similar category, as there are points where sharp corners are completely hidden by vegetation. As it stands, *ATV Quad Power Racing* is a very troubled game. The only racing you'll be doing is back down to the shop where you bought it, receipt in hand. An undernourished brat of a game, with few graphical niceties and dull, frustrating gameplay. Avoid. **AB**



## Evo's Space Adventures

**Publisher:** EA **Developer:** EA Sports **Release date:** Out now **Origin:** US **Style:** American football sim

**Players:** Two **Extras:** Dual Shock, Analog, Memory Card **Price:** \$79.95 (NZ\$99.95)

Charles Darwin insisted that evolution depends on the survival of the fittest. Not the strongest, but those best suited to their ecological niche. *Evo* uses these quirks as the basis for a highly original platformer. As *Evo* – a computer chip able to possess the bodies of different creatures – your task is to use each animal's abilities to

**VERDICT**

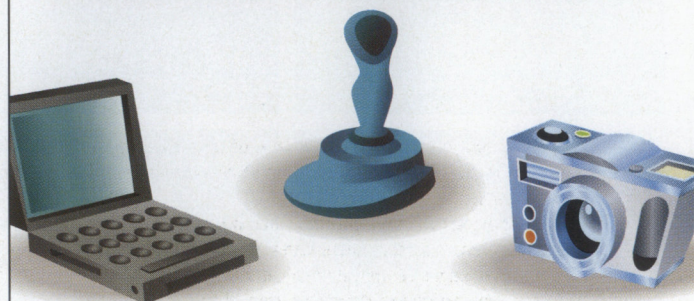
**6**

solve puzzles. So barking dogs can be used to round up sheep, while speedy mice can race from switch to switch. The clever bit is that evolution has been given

a helping hand, so that sheep sprout springs for higher leaping, while tortoises develop howitzers to surprise would-be predators. Part of *Evo's* charm is that you have to work out what animal to use where. Unfortunately, *Evo's* fine ideals are undermined by awful views and a turgid pace. As *Spacestation Silicon Valley* on the N64 this was a beauty, but *Rune Craft* has botched the conversion big time. Without the ability to look where you like, the action soon becomes claustrophobic. This is one for patient platform fans only. **PW**



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FOR YOUR  
EQUIPMENT?  
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# Muppet Monster Adventure

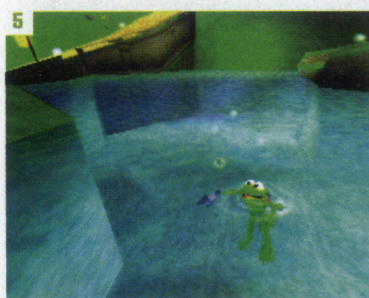


12 *Monster Adventure* is an uninspired slice of pond life that makes Henson's once-proud creations look like a bunch of puppets.

34 Having mutated into a fluorescent frog/Gonzo/fruit bat hybrid, young Robin takes to the air.

56 If you love Hermit and the gang, then get *RaceMania*.

78 If you want a proper platformer, then get *Spyro 2* or *Ape Escape*.



After giving us a surprisingly good time kart racing, the Muppets return to the PlayStation with a 3D platform romp.

After roaring on to the PlayStation in *Muppet RaceMania*, Jim Henson's furry band of freaks have come back for a platform game encore. And while some of the classic Muppet fun and humour is contained within *Muppet Monster Adventure*, there's not quite enough, or of *Spyro 2* (which it clearly aches to emulate), to save this mediocrity.

It starts out well, with a nice animated intro setting up the story. While visiting the scary Castle Von Honeydew, the evil Master of Ceremonies, who transforms them into monstrous versions of themselves, attacks the Muppets. Kermit's nephew Robin (with a bit of help from a couple of other Muppet Kids and a prawn thing called Pepe) must explore the world around Castle Von Honeydew, avoiding traps, beating bosses and rescuing his elders from mutated madness.

Robin has five morph abilities – gliding, climbing, swimming, pulling/pushing and smashing – and these skills need to be used at various locations in order to solve puzzles and progress. The control is decent, but not as silky smooth as *Spyro*, and there are also some painful niggles, such as pulling/pushing and the lack of any airborne attack while gliding.

The levels are fairly well designed and nice to look at, but there are a couple of ugly graphic glitches with floors and walls. There are 18 normal levels with six boss levels to beat and while some of the mini-games are fun, they're generally quick and what you're left with is a very standard platformer.

The Muppet charm and humour could have possibly overcome this (*RaceMania* would not have been as good without the whacky Muppet characters), but after a decent intro, we're unfortunately stuck with a fairly crappy story not told extremely well, with no real laughs to be had. There are over 50 Muppet enemies to zap, and while the voice acting sounds good, there's not enough original material and some samples ("Whacka-Whacka-Woo", for example) will be painfully annoying before too long.

The soundtrack is boisterously 'Muppets' and that's probably the highlight of what is an interesting, but ultimately disappointing, attempt to give the Muppets a 3D platforming adventure.

Stuart Clarke



## P.V.I.



Publisher:	Sony
Developer:	Magenta Software
Release date:	Out now
Origin:	UK
Style:	3D platformer
Price:	\$49.95 (NZ\$49.95)

## WHY NOT TRY...

<i>Spyro 2: Gateway To Glimmer</i>	9/10 PSM 28
<i>Ape Escape</i>	9/10 PSM 24
<i>Croc 2</i>	8/10 PSM 24



## VERDICT

# 6

GRAPHICS  
GAMEPLAY  
LIFESPAN

7 A few glitches do spoil things, but generally it looks okay.

7 A variety of mini-games, but the main action is only competent.

5 Muppet fans have lots of levels to unlock.

A game that has all the basic elements but doesn't really come close to matching the brilliance of *Spyro*. Muppet fans should probably take a look.



## Wacky Races

**Publisher:** Ozisoft **Developer:** Apaloosa Interactive **Release date:** Out now **Origin:** UH

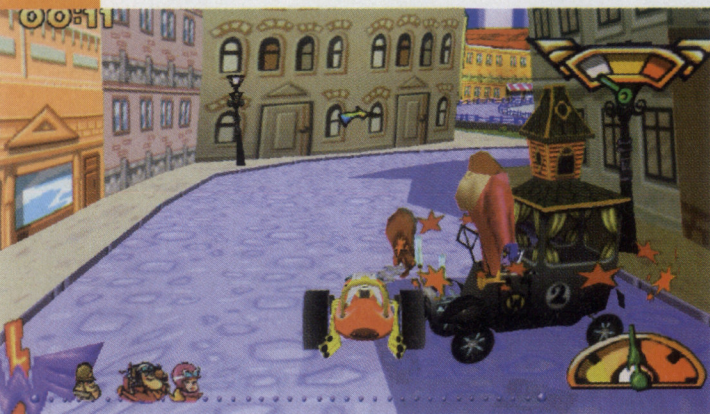
**Style:** Kart racing **Players:** Two **Extras:** Memory Card, Analog, Dual Shock **Price:** \$79.95 (NZ\$99.95)

As is the case all too often, licenses and videogames don't always go hand in hand. *Wacky Races* is based on a cast of crazy characters from the Hanna-Barbera stable of cartoon favourites who are all hell-bent on trying to become the world's wackiest racer. It's a battle racing collect 'em up offering the chance to control one of 11 characters and their special vehicles. There are shortcuts and all-important weapons to collect, power-ups are scattered across the

racetracks, and each vehicle has a specialty weapon. Game modes are a stock-standard affair with practise, single race and championship modes for single players, plus race and battle modes for two players. Unfortunately, the frame-rate and controls are sluggish. While collision detection is also concerning, the steering system causes the most motion sickness. Instead of driving the car around the environment, it appears as if you're turning the entire environment around the car. Dick Dastardly and Mutley won't be crossing the finish line first with this effort. **MW**

VERDICT

4



## Crisis Beat

**Publisher:** Ozisoft **Developer:** Virgin **Release date:** Out now **Origin:** Japan **Style:** Fighting

**Players:** Two **Extras:** Memory Card **Price:** \$79.95 (NZ\$99.95)

This simple beat 'em up is a piece of cake to get the hang of. It takes place on a gigantic sea liner, which has been overrun by terrorists. The game is played in 3D, but you can't freely roam about the place. Instead your access is very limited, and you must follow the directional prompts when you clear an area. This feels pretty dated, but it isn't the worst flaw in the game. That honour belongs to the AI, which is a bit of a misnomer as the terrorist thugs you face are thicker than entrails. The only

time the bad guys have a decent chance of sinking the boat in is when they launch themselves at you from off screen, which is downright unfair, as you can't see them hiding there. The combat system in two-player mode is painfully simple and you will soon tire of the few special moves. Similarly the visuals are primitive and the camera work looks like it is controlled by someone who has had one too many schnapps. *Crisis Beat* may be your cup of tea if you have a hankering for a bit of simple tonk and wallop, but don't expect any brain strain. **SP**

VERDICT

5



## Football Manager 2001

**Publisher:** EA **Developer:** EA **Release date:** Out now **Origin:** UH **Style:** Soccer management

**Players:** One **Extras:** Dual Shock, Analog, Memory Card **Price:** \$79.95 (NZ\$99.95)

If there's one thing EA is good at it's making a soccer title that actually looks like the beautiful game. All the grounds are recreated in incredible detail, the sponsors are authentic and you can even tweak your backroom staff. You can also build a soccer empire with facilities such as a new ground, training centre and hotel, and edit the player database to update your squad after real-life transfers. The strength of the game is the interactivity of the matches. Admittedly it's fairly

basic and you can only instruct individual players to do one thing at a time, but watching a game and making a change that actually bears fruit in 3D is hugely rewarding. The graphics are low on polygons but with the latest player celebrations, and the Sky Sports feel is generated with good, generic commentary. The problems that do exist revolve around the lack of statistical depth – in particular, the European sides and players, which appear to have been hurriedly inserted. Despite the inadequate search facility, it is a decent stab at a management sim. **LH**

VERDICT

6



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[PLAY TEST]



analog

memory  
carddual  
shocknumber  
of players

**1-2** Dig your heels in the dirt and ride like a leader of men.  
**3-4** Or rather, ride like a follower of men. Why is it so difficult?  
**5** Never before has caning a two-stroke beast around a track been so faithfully and smoothly recreated.

# Moto Racer World Tour

Trailie or 250cc sportster? Choose your weapon and prepare to... Lose.

## F.Y.I.



<b>Publisher:</b>	Sony
<b>Developer:</b>	Sony
<b>Release date:</b>	Out now
<b>Origin:</b>	US
<b>Style:</b>	Motocross
<b>Price:</b>	\$89.95 (NZ\$79.95)

## WHY NOT TRY...

Superbike 2000	7/10 PSM 34
Championship Motocross	7/10 PSM 28
Moto Racer 2	7/10 PSM 17

**B**ricks. Nails. Bruce Lee after one saki too many. All these things go a way to describing just how nut-crackingly hard *Moto Racer World Tour* is. No, scratch that. It's not hard – it's nigh on impossible. Even from the very beginning, as you lower yourself gingerly into the beginners setting, you're left feeling like an ape playing chess with Hasparov. You're helplessly outclassed by the competition and haven't a hope in hell of winning.

Don't get us wrong, we relish a challenge. But a game that consistently pummels you down until you're ready to roll over and die is, surely, no one's idea of a good time. We probably wouldn't give a fig if it was a crap game, but the real tragedy here is that it's a great game. *Moto Racer World Tour* actually boasts one of the finest bike racing engines we've seen. The robust, real-world physics work in perfect harmony with the kind of intuitive, useable controls that will flush you with pride when you take a good corner.

The tragedy deepens when you discover that there are actually two games on offer here, not just one. You've got a track-based sportsbike sim, and a mud-slinging Motocross mode. Both are accomplished and almost enjoyable and, as you progress, four more modes can be unlocked, including Trials and Dragster. Each

mode boasts its own set of tracks and bikes, and the mechanical options are gloriously comprehensive. Placed side-by-side with their peers, both modes measure up surprisingly well: *Superbike 2000* (PSM 34, 7/10) actually pales a little in comparison with *Moto Racer World Tour*'s pocket-rocket Sportsbike mode, and viewed alongside Electronic Arts' shambolic *Supercross 2000* (PSM 32, 4/10), the Motocross mode shines like a diamond in the dirt.

So why doesn't this game hum and throb with the playability that it's so plainly pregnant with? It's not that the other riders are riding faster bikes than yours. They simply take every corner with a level of technical proficiency that it'd take an age of play to learn. As it stands, *World Tour* leaves you flailing, sweating and cursing on the start line, your opponents' leagues ahead in the skill stakes. How frustrating? Terribly.

It's a sad state of affairs, really, because *Moto Racer World Tour* handles better than any other bike game around and, in the end, good handling's what we all look for first in a racing game. But with a learning curve that most will get halfway up and then slide back down, you'd have to be very committed to get the most out of it.

**Al Bickham**



## VERDICT

7

GRAPHICS  
GAMEPLAY  
LIFESPAN

- 9** Shiny, sharp and quick as a magpie.
- 5** Too difficult by half.
- 6** An unfortunate victim of its own challenges.

Essentially a top two-wheeled trickster, brought low only by outrageously hard AI. Hire some new playsters, folks – *Moto Racer World Tour* could have been (and almost is) a leader in its field.



## Mr Driller

**Publisher:** Sony **Developer:** Namco **Release date:** Out now **Origin:** Japan **Style:** Puzzler

**Players:** One **Extras:** Memory Card **Price:** \$49.95 (NZ\$49.95)

Yes, it looks like a puzzle game, and it's even described on the case as a puzzle game, but *Mr Driller* is less like a *Bust-A-Move* or a *Tetris* and more like a trip back to an '80s arcade. Simple, fast and compulsive, the goal is to drill down as far as you can, as fast as you can. The blocks are different and there are a few

**VERDICT** basic rules and tactics that you need to pick up. For instance, if you hit one block of colour, all the other blocks of the same colour attached to it will

disappear too, and if you pick up little stopwatches in Time Attack mode you get extra time on the clock. Rest assured it is very easy to get into and very easy to spend hours at it. It's all played against the clock. Subtlety is somewhat lost in the rush downward and the rise in difficulty feels a little stilted as air bubbles are hidden behind ever-greater numbers of the harder-to-drill blocks. Surprisingly, there's no two-player mode, with points-chasing and record-setting the only option for competitive play. Fast, reaction-testing excitement. **CB**



## Monster Rancher

**Publisher:** Sony **Developer:** Tecmo **Release date:** Out now **Origin:** Japan **Style:** Monster sim

**Players:** Two **Extras:** Dual Shock, Analog, Memory Card **Price:** \$49.95 (NZ\$49.95)

Always suspected there are monsters living under your bed? Well, you'll be terrified to learn that they're lurking in your CD collection, too. The key to ferreting them out lies in *Monster Rancher*, a coming together of Tamagotchi, Pokémon and The Seekers. The idea is that after you've loaded the game, you whip the disc out of your PlayStation and drop in an audio CD. The game then scans the disc, does some special calculations and conjures up a monster. There

are 400 basic types of monster, but the precise stats of the one you get depends entirely on the audio disc. So you'll need to go through your entire CD collection to find the best monsters. Pop in Eminem's *The Marshall Mothers* and you're offered a Gaboo, an appropriately brutish yellow lump with big arms. *Mahler's Symphony No. 2* gives us a Pink Eye, basically a smart eyeball on a stick but low in skill. It's a bit repetitive, but it's beautifully presented and you do get rather attached to your critters. **JD**

**VERDICT**



## Madden 2001



**Publisher:** EA **Developer:** EA Sports **Release date:** Out now **Origin:** US **Style:** American football sim

**Players:** Two **Extras:** Dual Shock, Analog, Memory Card **Price:** \$79.95 (NZ\$99.95)

Despite its annual occurrence, *Madden* remains a grower rather than an instant fix. It's partly because of its complexity and partly because for many of us the game is our only link to the sport. So it takes a few plays to get back into the swing of things, but once you do, it's clear that *Madden 2001* is a match for any sports game. It works so well because it gets the basics right. If you want to run a successful team you must have a solid offence and defence. Mastering the on-

field action is the first thing to achieve, after that it's the various playbooks of the NFL coaches, and beyond that lie the delights of running a franchise and trading and drafting the right players. Unfortunately, it's never clear where a pass is heading until you've thrown the ball, making it tough to know if the receiver is in the right spot. Also, the daunting array of plays demands a lot of practice. Aside from licensed coaches and (inevitably) a trading card element to unlock hidden stuff, there's not a lot new here, but overall it's a great package. **CB**

**VERDICT**



## SOUND SYSTEMS FOR A SONG.



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leading online marketplace, you're sure to find whatever you're looking for at ebay.com.au.

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## [PLAY TEST]

### Jeremy McGrath Supercross 2000

**Publisher:** Acclaim **Developer:** Acclaim **Release date:** Out now **Origin:** US **Style:** Motocross sim

**Players:** Two **Extras:** Dual Shock, Memory Card, Analog **Price:** \$79.95 (NZ\$99.95)

The latest motocross game features a star-studded cast of real-life bikers. At least, that's what it says on the box, because Jeremy's motocross muckers aren't exactly household names, so it's just as well it also comes with an option to invent your own rider (that is, change his name and the colour of his overalls).

**VERDICT**  
**4**  
Customising extends to a track editor, which enables you to piece together your own undulating dirt-track arenas. It's a bit on the basic side, but at

least it's there. The courses are a mix of indoor and outdoor. Gameplay falls into arcade and season buckets, the latter split into three types of bike, and you have to work really hard to unlock all the tracks and classes. Strangely, in arcade mode, the whole game is wide open. And while the game displays ambition in trying to recreate a real world biking event, it's awful. It's a mix of appalling, blocky, jerky and poorly animated graphics, and the handling of the bikes is atrocious. It looks awful, plays worse and is utterly putdownable. **PR**



### RC Revenge

**Publisher:** Acclaim **Developer:** Acclaim **Release date:** Out now **Origin:** UK **Style:** Racing

**Players:** Two **Extras:** Dual Shock, Analog **Price:** \$79.95 (NZ\$99.95)

*RC Revenge* is the sequel to *Re-Volt* but has tried to avoid being connected to that underachiever with a quick name change. This time Acclaim has opted to go toe-to-toe with fun racers like *Crash Team Racing*. And for the most part it puts up a fairly good fight. The cars, trucks and boats (a nice touch) are fairly

**VERDICT**  
**5**  
easy to control and bounce around like real radio-controlled vehicles. This can be great fun, especially once you've opened up the 20 courses and more

advanced vehicles. Acclaim has also added a Course Editor, letting you create your own tracks to race around. Unfortunately, the pop-up remains a problem and the game is still too easy. But the main hurdle is the multiplayer mode – it's foggy, confusing, lacks thrills and is a pale imitation of its competitors. Overall, there's quite a few knockabout thrills in the single-player game, but it's let down by its multiplayer mode. Sadly, *RC Revenge* eats the dirt of most other racers. Pick it out of the bargain bins, it's worth that at least. **RK**



### Yeh Yeh Tennis

**Publisher:** Jack Of All Games **Developer:** Sunsoft **Release date:** Out now **Origin:** Japan **Style:** Tennis

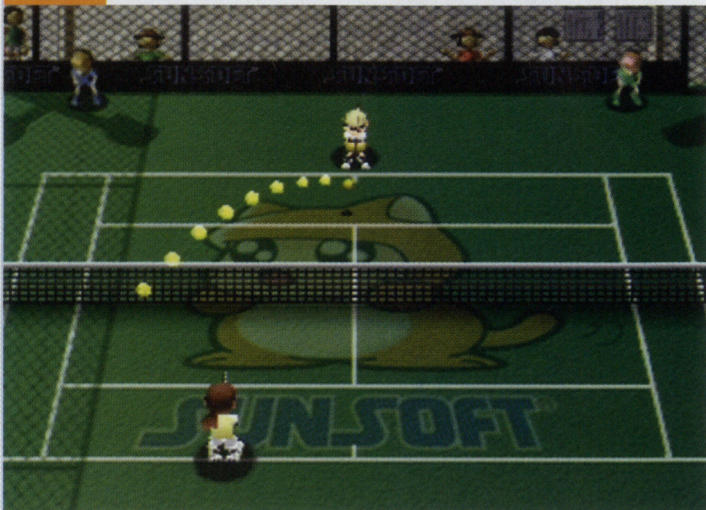
**Players:** Four **Extras:** Dual Shock, Memory Card, Analog, Multitap **Price:** \$79.95 (NZ\$99.95)

*Yeh Yeh* looks like it owes more than a slight debt of gratitude to Namco's *Smash Court*. A selection of 20 stereotypical player models are split 50-50 in terms of gender for that right-on feel. Shot selections include the smash, lob, supershot and normal swing, while service games from the bottom of the court are the easiest to win. That's not to say that victory in *Yeh Yeh* is a breeze. Far from it. The level of difficulty and depth of player statistics provide a real challenge. Sadly,

**VERDICT**

**6**

*Yeh Yeh* is let down by its control system, suspect collision detection, ludicrous sound effects as the ball bounces, and the unforgivable fact that the court is simply too small. The upshot is an odd perspective that makes it hard to judge your shots properly. Similarly, the serving system isn't as forgiving as *Anna's*. In fact, there's only one split second when you can successfully hit it at all. The result is more double faults and less variation in service placings. Overall, it's pretty easy to say 'no no' to *Yeh Yeh*... It's not nearly as smashing as *Anna*. **MP**



### RC De Go

**Publisher:** Acclaim **Developer:** Taito **Release date:** Out now **Origin:** Japan **Style:** Racing

**Players:** One **Extras:** Analog **Price:** \$79.95 (NZ\$99.95)

We love Taito, the company that gave us head-in-a-vice puzzler *Bust-A-Move*. Which is why *RC De Go* is as unexpected as *Powderfinger* at a quilt-making convention. Not only is it a Taito racing game, but it's also that rare article – a bad Taito game. The idea is sensible enough. Take tweakable radio-controlled vehicles and

**VERDICT**  
**4**  
pit them against each other on model tracks. Sadly, Taito seems to have got its control frequencies mixed up. The action is viewed from the oddest

of perspectives, a moving camera that twists and turns. The car sick sensation this creates is magnified by steering from the car's point of view and palm-vibrating collisions that occur mainly because you can't see how close you are to the kerb. There is depth with 35 parts to bolt on to your machine, but the frustration level is so high that it's unlikely you'll bother to look under the tiny bonnet. Even with limper competition, *RC De Go* was only ever going to be a novelty, but with so many better fun racers about, don't waste your cash. **PW**





## Strider 2

**Publisher:** Ozisoft **Developer:** Capcom **Release date:** Out now **Origin:** Japan **Style:** Action

**Players:** One **Extras:** Dual Shock, Memory Card **Price:** \$79.95 (NZ\$99.95)

As Strider, it's your job to do pretty much what you did in the first game – kill everything that moves, conquer bosses and get to the next level. The graphics are a curious mix of old and new, as the scenery that scrolls past is polygonal and pleasantly three dimensional, but the characters are all sprites. It works surprisingly

**VERDICT**

**6**

well, however, as the paths you take lead you in and out of the screen. Some of the bosses are gargantuan, pant-filling things that occupy the entire screen

and spit hot plasma death from every orifice. Yikes. But *Strider 2*'s most serious failing is that it's just too darned short. Admittedly, it's pretty tricky on anything but the easy levels, but if you do take the simple option, you'll have it licked in under an hour. You can play it through again with another character, but the game itself is no different, and however good *Strider* may have been in its heyday, it's dated and simplistic by today's standards. If you're looking for long-term value-for-money, look elsewhere. **AB**



## Blaster Master Blasting Again

**Publisher:** Jack Of All Games **Developer:** Sunsoft **Release date:** Out now **Origin:** Japan **Style:** Action

**Players:** One **Extras:** Memory Card, Analog **Price:** \$79.95 (NZ\$99.95)

*Blaster Master* is not unlike last month's dismal *Infestation* (2/10) in that it's little fun to play and looks like something the cat would chuck up. Of the two, this is marginally better, with slightly more polish and, to Sunsoft's credit, it has prioritised gameplay over realism. And while the game is littered with flaws, at least the

**VERDICT**

**3**

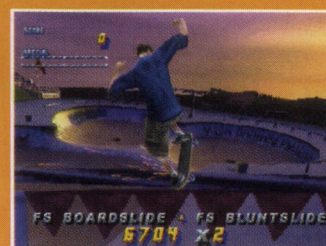
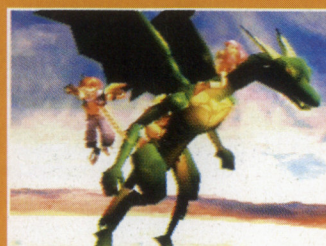
platformy feel lends some originality. Your vehicle is equipped with lateral boosters and thrusters on its underbelly that enable you to leap vertically

and sideways to reach platforms and cross-gaps. You have a choice of characters and vehicles, which adds variety. Unfortunately, the tragic graphics prove a tough obstacle to overcome in your quest to rid the universe of the obligatory robotic menace. Sunsoft's theory is sound – take an original that sold close to a million copies on the NES and release a sequel on the biggest-selling console in the world. Sadly, the result is another load of sub-standard toss for the 32-bit gaming wastebasket. Gamers these days expect, and deserve, better. **LH**



## In recent issues

name	issue	score
4X4 World Trophy	PSM 36	5
Alien Resurrection	PSM 38	8
All Star Tennis 2000	PSM 37	6
Alundra 2	PSM 37	7
Armorines: Project S.W.A.R.M.	PSM 35	3
Army Men: Operation Meltdown	PSM 38	3
Ballistic	PSM 37	8
BattleTnx: Global Assault	PSM 35	7
Bishi Bashi Special	PSM 35	8
Chase The Express	PSM 38	7
Cool Boarders 3 Platinum	PSM 38	6
Destruction Derby Raw	PSM 36	8
Disney World Magical Racing Tour	PSM 37	6
Dragon Valor	PSM 36	7
Euro 2000	PSM 36	8
F1 Racing Championship	PSM 35	7
FA Premier League Stars 2001	PSM 38	4
Final Fantasy VIII Platinum	PSM 38	10
Fisherman's Bait 2 – Big Ol' Bass	PSM 35	7
Front Mission 3	PSM 37	8
Grind Session	PSM 38	8
Hogs Of War	PSM 36	8
In Cold Blood	PSM 36	8
Jimmy White's 2: Cueball	PSM 35	6
Koudelka	PSM 38	5
Legacy Of Kain: Soul Reaver (Platinum)	PSM 37	9
Legend Of Legaia	PSM 35	8
Mighty Hits Special	PSM 37	6
MoHo	PSM 37	8
Need For Speed: Porsche 2000	PSM 35	8
N-Gen Racing	PSM 35	8
NHL Rock The Rink	PSM 36	6
Nightmare Creatures II	PSM 37	7
Parasite Eve II	PSM 38	7
Player Manager 2000	PSM 36	9
Pool Academy	PSM 38	4
Pop 'N Pop	PSM 37	8
Psychic Force 2	PSM 37	4
Rally Masters	PSM 35	7
Rayman 2: The Great Escape	PSM 38	8
Rescue Shot	PSM 35	7
Spider-Man	PSM 38	9
Sno Cross Championship Racing	PSM 38	8
Spin Jam	PSM 37	6
Spyro 2: Gateway To Glimmer Platinum	PSM 38	9
Star Trek: Invasion	PSM 38	9
Street Fighter EX2 Plus	PSM 36	7
Street Skater 2	PSM 35	8
Sydney 2000	PSM 37	8
Tarzan Platinum	PSM 38	8
Team Buddies	PSM 38	8
Terracon	PSM 38	8
The Misadventures Of Tron Bonne	PSM 37	5
The X-Files Platinum	PSM 38	6
TOCA World Touring Cars	PSM 38	9
Tombi 2	PSM 35	6
Tony Hawk's Pro Skater 2	PSM 38	9
Tony Hawk's Skateboarding Platinum	PSM 38	9
Vib Ribbon	PSM 37	7
Wipeout 3 Special Edition	PSM 37	8
X-Men: Mutant Academy	PSM 38	5







NO WORRIES

# Powerline tips

*PSM* and Powerline join forces to bring you the ultimate cheats service direct from Sony itself.

The *Official PlayStation Powerline* provides gamers with an incredible amount of gaming advice that's only a phone call away. We'll be featuring the latest additions to the Powerline each month.

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3. New and upcoming PlayStation games information.

4. PlayStation game of the month.

5. This month's Top 10 titles.

6. Information on PlayStation peripherals.

The Powerline is charged at \$1.50 per minute (NZ\$1.69) – a higher rate applies if calling from mobile or public phones. Callers aged under 18 must obtain a parent's permission before phoning.

The service is available 24 hours a day, 365 days a year and is operated by CT-Solutions in Australia and Syncomm Ltd in New Zealand.

For instructions on how to access the Powerline in New Zealand, please follow the instructions below.

## POWERLINE

In Australia call  
1902 262 662

press 0 for the  
main menu

press 1 to speak to a live  
member of Team PlayStation

press 2 for cheats heaven and  
have your game code handy

press 3 for new and upcoming  
games information

press 4 for PlayStation game of  
the month

press 5 for this  
month's top 10

press 6 for information on  
PlayStation peripherals

## POWERLINE

In New Zealand call  
0900 97 669

follow the  
instructions

press 1 if you are a  
Power User

press 2 for instructions on operating  
the Powerline system

press 3 to select a game by  
product code

press 4 to select a  
game by name

press 5 for instructions on how to  
connect your PlayStation

press 6 to leave  
a message



## Spider-Man

02886

### Big Head Spidey

From the main menu select Special and then Cheats. Enter DULUX and then re-enter the game and witness the change.

### Spidey's Swear Filter

This feature was added for all you potty mouths out there in the gaming universe.

Access the Special option from the main menu and select Cheats. From here you may enter your favourite naughty word and watch Spidey pop up from the bottom of the screen, swipe your nastiness away and replace it with some sort of Freudian Slip.

We found our swear words being turned into some of the following: TAFFY, DONUT, LOBSTER, SODA POP, POTATO, BUNNY, FLOWER, SUGAR, NICE, PRETTY, LOVE, CAKE, CLOUD, HONEY and BALLOON.

### Comic Book Covers

To unlock all the comic book covers enter ALLSIXCC.





# Madden NFL 2001

03067

- '57 Lions: LIONPOWER
- '57 49ers: GOLDRUSH
- '58 Giants: JOLLYGREEN
- '58 Colts: STABLES
- '62 Texans: GETEM
- '62 Oilers: THEREWASAMAN
- '66 Chiefs: MEGIVEYOU
- '66 Packers: CHAMPS
- '66 Cowboys: WHOSHOTJR
- '67 Rams: BLITZER
- '67 Packers: SNOWFLOW
- '67 Cowboys: TUNDRA
- '68 Raiders: HEIDI
- '68 Colts: SHOCKER
- '68 Jets: TVTIMEOUT
- '69 Chiefs: NOFLUKE
- '69 Vikings: ALLFLUKE
- '70 Jets: DAMNYANKEES
- '70 Browns: MNF
- '71 Chiefs: OVERTIME
- '71 Dolphins: LONGESTGAME
- '72 Jets: AIRTIME
- '72 Raiders: SOUR
- '72 Steelers: LUCKY
- '72 Colts: AIRSHOW
- '72 Dolphins: PERFECT
- '74 Steelers: STEELCURTAIN
- '74 Dolphins: DEFENDERS
- '74 Raiders: STRUGGLE
- '75 Vikings: PURPLE
- '75 Cowboys: HAILMARRY
- '75 Steelers: MIRACLELEAP
- '77 Raiders: THEGHOST
- '77 Colts: GHOSTTOTHEPOST
- '78 Dolphins: CANNEDTUNE
- '78 Cowboys: RECORDNIGHT
- '78 Steelers: DYNASTY
- '78 Chargers: ROLLER
- '78 Raiders: HOLY
- '78 Oilers: EARL
- '79 Redskins: AHEADATTHEHALT
- '79 Cowboys: COMEBACK
- '81 Chargers: IRONMAN
- '81 Bengals: TIGERS
- '81 Dolphins: BLOCKEDKICK
- '81 49ers: THECATCH
- '81 Cowboys: NOCHANCE
- '84 Dolphins: DANTHEMAN
- '84 All Madden: MADDEN84
- '85 Bears: UPSET
- '85 Falcons: FLYAWAY
- '85 Patriots: BLOWOUT
- '86 Broncos: THEDRIVE
- '86 All Madden: 86MADDEN
- '88 All Madden: MADDEN88
- '89 Broncos: CRUSHED
- '90 All Madden: 90MADDEN
- '90 Bills: WIDERIGHT
- '91 Falcons: NEONLIGHTS
- '92 All Madden: MADDEN92
- '92 Bills: COMEBACKKID
- '93 Bills: NOTAGAIN
- '94 All Madden: 94MADDEN
- '94 Chargers: CHARGE
- '96 All Madden: MADDEN96
- '96 Panthers: DEFENSE
- '96 Packers: ALMOST
- '98 49ers: THECATCHTWO
- '98 Packers: NOLUCK
- '98 Vikings: MISSEDCHANCE
- '98 All Madden: 98MADDEN
- All 49ers: GOLDNINERS
- All Bears: BROWNBEAR
- All Bills: BLUEBILLS
- All Broncos: BUCKINGBRONCO
- All Chargers: BLUECHARGERS
- All Chiefs: REDCHIEFS
- All Colts: WHITECOLTS
- All Cowboys: BLUECOWBOYS
- All Dolphins: AQUAFINS
- All Eagles: GREENEAGLES
- All Falcons: BLACKFALCONS
- All Giants: BIGGIANTS
- All Jets: GREENJETS
- All Lions: SILVERLIONS
- All Packers: YELLOWPACK
- All Panthers: BIGCATS
- All Patriots: REDPATTS
- All Raiders: SILVERRAIID
- All Rams: GOLDRAMS
- All Redskins: REDINDIANS
- All Saints: MARCHINGIN
- All Steelers: BLACKSTEEL
- All Vikings: CONQUER
- Mummies: KINGTUT
- EA Sports: INTHEGAME



02908

## Tony Hawk's Pro Skater 2

### Neversoft Skaters

At the main menu, hold **L1** and press **↑, ▀ (x2), ▲, →, ↑, ●, ▲**. If you entered the code correctly, the wheel will spin. Then enter Create-a-Skater mode and enter JOEL JEWETT, CONNOR JEWETT, MICK WEST or any other people from the Neversoft development team as a name. Note: More names from the Neversoft development team can be found in the back of the instruction manual.

### Blood Mode

Pause the game, then hold **L1** and press **→, ↑, ▀, ▲** to toggle blood mode.

### Chopper Drop: Hawaii

Earn three Gold medals with every character to unlock the Chopper Drop: Hawaii level.

### Unlock '80s Tony Skate Video

Earn three gold medals with McSqueeb ('80s Tony). This will unlock a video of the early days of Tony Hawk. To view the movie you have to start a session and then end run.


## Galerians

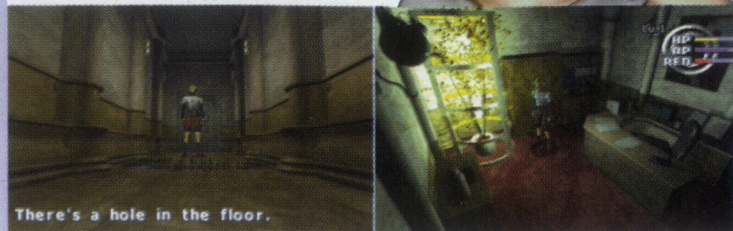
02328

### Need help jumping over the hole near the beginning of the game?

To get past the jump over the hole near the beginning of the game you must press the jump button whilst in mid-air after you begin sliding to gain the extra height needed to clear the gap. Remember practice makes perfect.

### Need help defeating Dorothy in the boss battle?

To defeat Dorothy, simply start out with your Nalcon; when you hit one of the eyes, it will fly at you, so run around to avoid it. She won't start using the laser until you knock out the first eye, so stay as low as possible on the right side of the platform, and make avoiding her attacks and lasers your top priority – don't worry too much about trying to get in there and hit. If you go as far to the front as possible, the laser cannot hit you, but it makes it hard to avoid everything else. Once you get down to one eye or have gone through three different Nalcons, switch over to 'red' and waste away. Take extra special care when she is down to just one eye, as she will attack a lot faster, so watch your reaction time. 



There's a hole in the floor.



NO WORRIES






















# ALIEN RESURRECTION

If *Alien Resurrection's* got you running scared, our maps should help you through the deluge of monsters.

The first two levels are easy, so you're on your own. After that, don't be scared, we're here to help!

OFFICIAL  
SOLUTION!

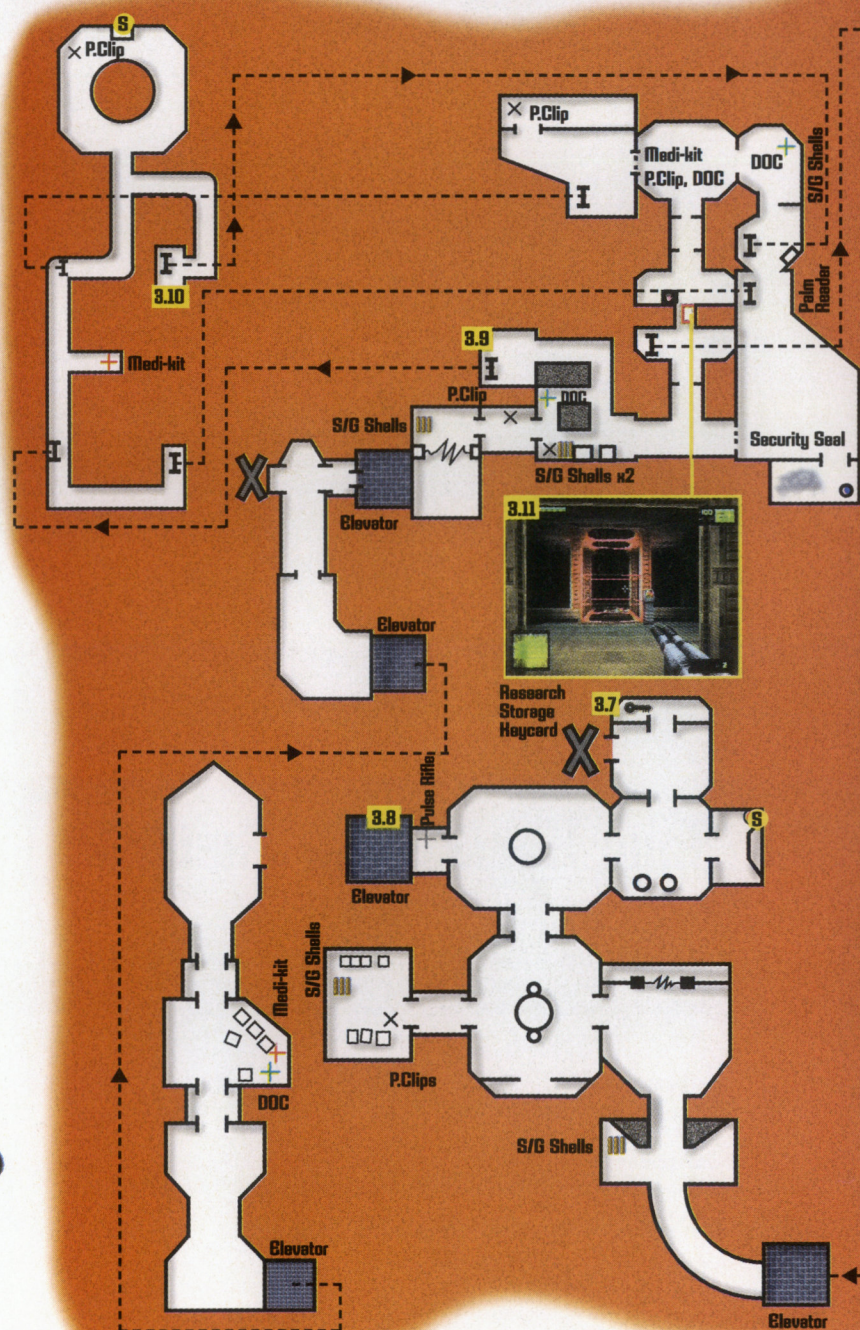
## KEY

-  Palm Reader
-  Shotgun Shells
-  Pulse Rifle or Clip
-  Flame Thrower or Canister
-  Grenade Launcher or Grenade
-  Acid
-  Elevator
-  Switch
-  Clone
-  Infected Patient
-  Comms Console
-  Sentry Gun
-  Key/Keycard
-  Lock
-  Force Field
-  Force Field Generator
-  Electric Sparks
-  Vehicle
-  Medi-kit
-  DOC
-  Cell

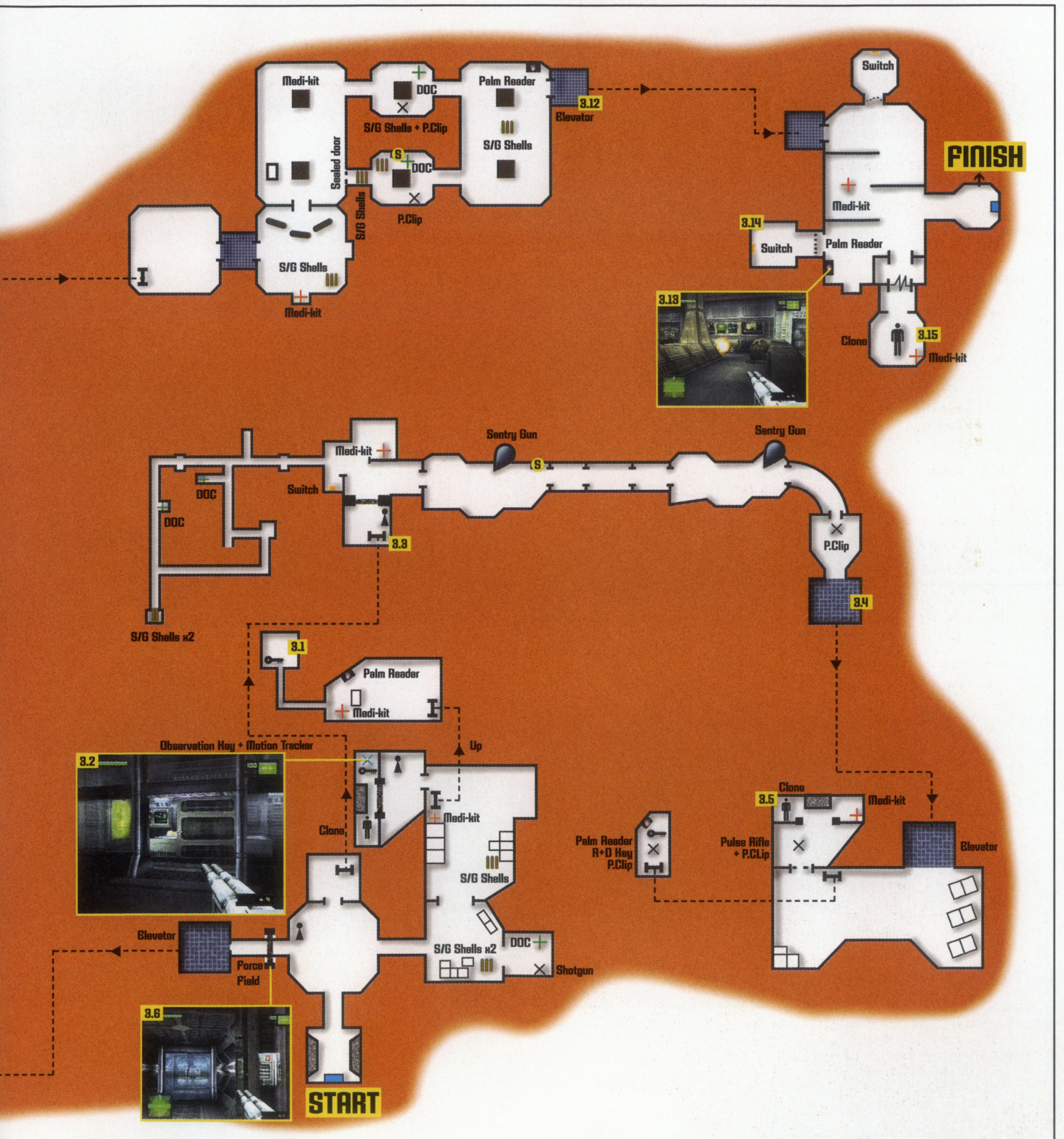
## LEVEL 3: RIPLEY - CLONE STORAGE

Hang a right after exiting the Comms Room, collect the clone Security One Keycard and press Palm Reader [3.11], then back down the ladder to destroy first clone and collect Observation Balcony Keycard [3.21]. Head back toward the start point and up at the observation balcony [3.31] — collect supplies from the tunnels, reset the security lasers by pressing the console and head down to the elevator [3.41]. Climb the ladder to deactivate security lock and pick up R+D Keycard, then shoot the second Clone [3.51] before returning to the junction at the start and disable the R+D force field [3.61].

Follow the numbered doors round until you reach the Research Storage Keycard [3.71]. Use this to access the lift [3.81]. Continue riding the lifts until you drop into the service corridor [3.91]. All the ladders up from this section lead to rooms containing useful items and nasty monsters. Take [3.101] and use the Palm Reader and progress. When you reach the laser security room [3.111] press the Palm Reader and leg it through as the beams disappear, taking the ladder on the right down into the lift [3.121]. Exit lift, pick off the eggs and mind the steam as you edge your way through the final room. Press the Palm Reader [3.131] to disarm the security system, hit the first switch [3.141] then return through the steam for the second. Back once more to take out the final Clone [3.151] and finish the level in the Comms Room.











NO WORRIES

## LEVEL 4: RIPLEY - QUARANTINE

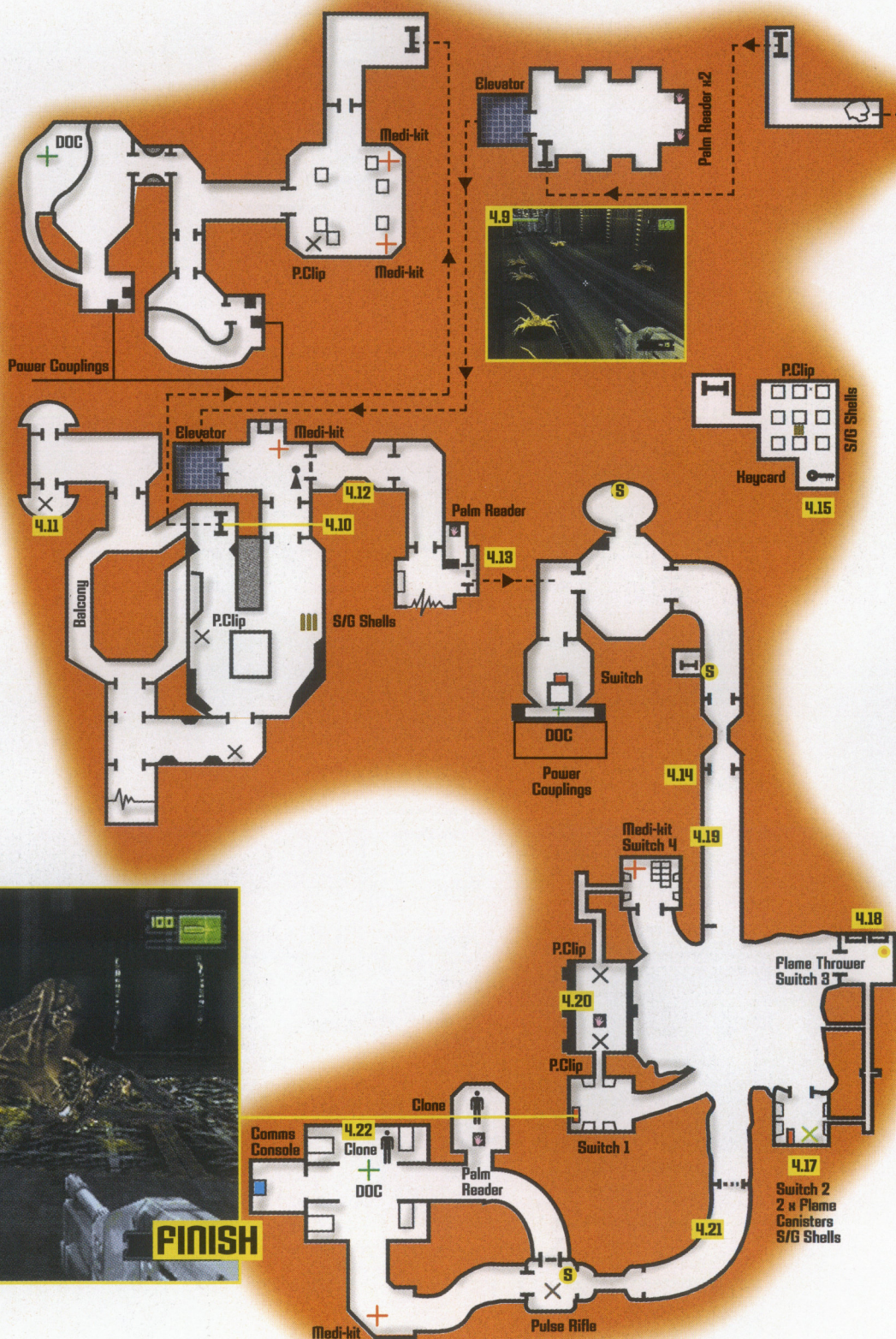
Take the right turn, ride the lift, exit and press Palm Reader in observation bay [4.11] then return to enter the warehouse [4.21]. After disposing of the huggers, take the tunnel in the bottom left corner and emerge behind the two force fields. Take the lift down again to use Holding Pen 3Z Keycard and activate the two Palm Readers [4.31]. Return in the lift and go through rooms until you reach another force field [4.41]. Shoot out the generator, collect the Quarantine Keycard from the cell [4.51] and progress to reactor chamber. Now for lots of running back and forth. Go to the end of the large control room and climb the ladder to the malfunctioning reactor [4.61]; shoot all the power couplings to redirect the current. Return down to the quarantine area and use the Palm Readers to disable security in the two bio cells [4.71]. Run back to the reactor and take out the final coupling. The final cell is now accessible in the quarantine area and you can drop down the hole into a service corridor [4.81].

Climb the ladder at the end of the corridor and access the two Palm Readers (loads of huggers to fight) [4.91] and enter lift. Exit into the command-centre area and take the ladder down to two more cells [4.101]. Blow the power couplings in each to gain access to the balcony, where the Security One Keycard can be found [4.111] which you should use on the door at [4.121]. Activate the Palm Reader hidden in the alcove [4.131] then fry the eggs (some are hidden in the shadows), pull the switch and shoot power couplings [4.141] before taking the ladder up to collect Keycard LV427 [4.151]. Return back down the ladder and practice your curtsies, it's

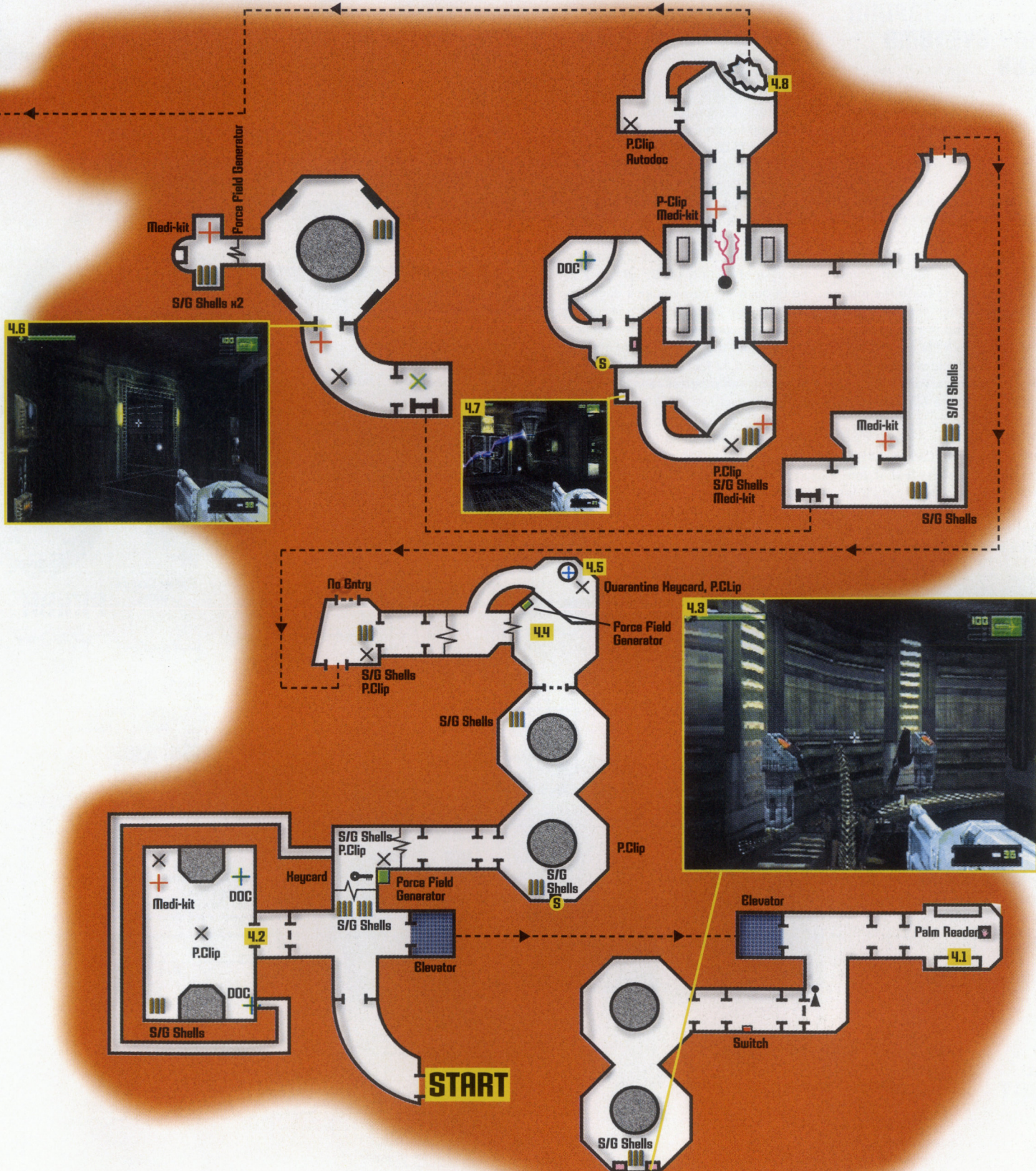
time to meet the queen! You're best off avoiding her if you can. Get in a few shots with a heavy duty weapon and then make for the sparking doorway [4.161], pulling the first of four switches once inside, then it's back into the arena. Push the second switch [4.171] and crawl to the flamethrower and the third switch [4.181]. Hit the final switch [4.191] and crawl to the Palm Reader behind the glass [4.201]. You now have access to the final holding pen [4.211] where you can test out your new barbecue toy before taking out the two Clones [4.221] and finishing the level at the Comms Console.



FINISH









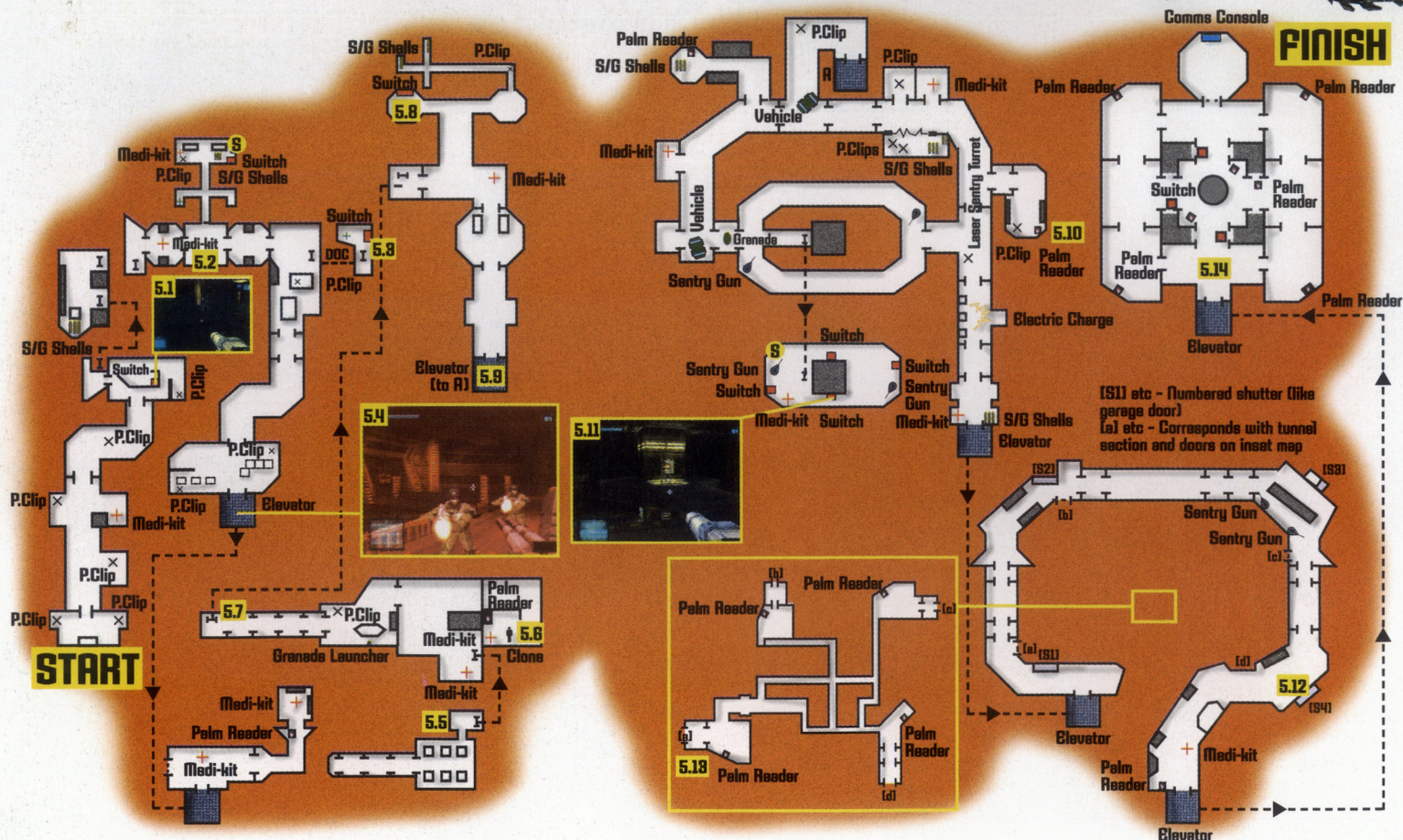
NO WORRIES

## LEVEL 5 - DESTEPANO MILITARY SYSTEMS COMPLEX

Up the wide corridor system and after a brief fight with some guards, push the switch at the control desk [5.1] and go through the door to descend the ladder. Take the adjacent ladder up to find yourself in the red laser room [5.2]. After the third beam, take the small tunnel to your left to collect bounty and disable the beams. Continue into the warehouse [5.3] where atop the ladder you will find a timer switch to disable security. Reach the top left door, continue through another storage room and take the lift up to reach some gantries [5.4]. Press the Palm Reader to access the lift platform and watch out for soldiers and laser sentries. Father is going mental by this time! Ignore him and take the very tall ladder [5.5] up to destroy Clone seven [5.6]. Disable deck security by pressing the Palm Reader. Carry on until you reach another tall ladder [5.7]. If you glance down before descending, you'll see some power couplings to shoot out and you won't get fried. At the bottom, exit the room and take a left to disable warehouse

security [5.8] and continue through the corridors until you reach a lift [5.9]. Exit to find yourself a guest at someone else's feast. Continue until reaching a T-junction and take the right turn. Collect all the stuff in the rooms and then exit to take the left-hand turn. Disarm the security systems [5.10] and locate the huge security computer [5.11]. Pressing all four switches will disarm security for further ahead.

Exit the Computer Room, go past the 'sparks' room (you'll have to dodge 'em) and continue until reaching a lift. Ride this to follow a series of rooms with numbered shutters round until you can go no further because of security [5.12]. Turn back and go through the now-mangled door in shutter room four. To disable security you must work your way round the tunnel system until the Palm Readers are activated in all four antechambers [5.13]. Then you can progress to visit Father [5.14]. To reset Father, first take out the primary force field by pressing the Palm Reader in each corner of the external corridor system. The second set of Palm Readers now becomes available and these disable the secondary force fields. You can stop Father spouting nonsense by pressing the switches around him. Order is restored and you may end the level at Comms.







The Alien horde gets tetchier this level, so stay sharp soldier! Exit from Comms and collect the first High Level Command Keycard (HLCK) **[6.1]**, then go to the end of the corridor containing lots of Special Ops guards and descend the ladder **[6.2]**. You must push the two Palm Readers in the control room to release the security seals for the gym and cell blocks **[6.3]**. Return up the ladder to tackle a tough guy in the gym for HLCK2 **[6.4]**, then back down to Cell Blocks A and B. Taking A first **[6.5]**, head to the end of the corridor system and take the lift up and here you can access the Palm Readers that will open cell doors one to six. Back down in the lift, collecting booty from the cells and HLCK3 from number two. The process is reversed for Cell Block B **[6.6]**; unlock the cells, then take the lift down for HLCK4 in cell 10.

Before retrieving the final Keycard, you must first put the poor unfortunates who have been ingested with Alien seed out of their misery. Enter the observation points at the end of the left-hand corridor before taking out the first two patients in their cells **[6.7]**. Make sure you press the Palm Reader in the room next door to these **[6.8]**, then take the ladder up to look out over the Mess Hall, press the Palm Reader and take supplies from the Mess itself. Now take the door to the left of the Mess to find a disorientating series of cells: shoot all of the patients in cells one to six and press the Palm Readers outside the doors to disable security and you will now be able to get into the Administration Room **[6.9]**. The Palm Reader in here will give you access to the final Keycard, located in the cell at **[6.10]**. Return to the Keycard Panel **[6.11]** that allows you to complete your mission requirements by giving access to the Clone **[6.12]** and also the end of the level.

**Need more help? *Official PlayStation Tips Special* has the complete walkthrough to finish those pesky aliens off – on sale November 8.**





# ANY QUESTIONS?

The ball not coming into contact with the net in *ISS Pro Evolution* or having trouble putting the magic to good use in *Final Fantasy VIII*? PSM is here to help. Lost souls should drop game guru Richie Young a line at Any Questions? Official PlayStation Magazine, PO Box 4089, Sydney NSW 1028 or e-mail [playstation@acp.com.au](mailto:playstation@acp.com.au). Sorry, but we can't give cheats over the phone or reply to letters or e-mails individually.



There are many moves to master in *ISS Pro Evolution* - an incredible system that only gets better with repeated play.

can even beat the computer regularly, but I want to know if there are any special moves I can pull off in front of my friends? Hope you're able to help me out. *Mithra, SA*

**R:** Arguably the greatest football game of all time, and certainly the best by a mile on PlayStation, holds few secrets. However, there are a couple of advanced techniques that are guaranteed to wow your pals, and there's one hidden move that will give you the edge in one-on-ones against the keeper. Forget the step-over achieved by repeatedly pressing **L1**, and focus on learning to make use of **L1** in combination with action buttons.

**L1** and **X** is an excellent

space-creating one-two if you play with wingers. Also, use **L1** and **■** when shooting to lob the goalie. It takes a lot of practice to get it right, but you are bound to catch opponents out as they rush out of goal.

Few gamers utilise the **D**-pad to curl the ball - try applying curl from tight angles to fox keepers and squeeze in goals. The one hidden move is used to dummy the keeper, forcing him to go to ground. Press **■** and **X** to jink past the flailing stopper and get a clear sight of goal. The rest is up to you.

## ALIEN TRILOGY

**Q:** Hi Richie! Just wondering if you can round up any cheats for *Alien Trilogy*? *Harvey McColl, Qld*

**R:** Sure can my little friend! I'd be surprised if this code didn't sort out your woes... Enter the following code at the password option screen to select any level with invincibility and unlimited ammunition: 1GOTP1NK8C1DBOOTSON

## THEME PARK

**Q:** Oi! Hope you're not busy playing games mate, because I'd love for you to help me out! I've owned *Theme Park* for a while now, but haven't had a great deal of patience to get right into it. I got it out about a week ago and now I'm addicted! Have you got any cheats for it? *Wade, NSW*

**R:** All rides, shops and attractions: Key in BOVINE as a nickname. Pile of extra cash: Use the BOVINE code and press **●**, **■** and **X**. You can use this code as often as you like. Super Park: Use the nickname BUD, then hit **■** at the Park Selection screen. You can now charge the earth for everything and people will pay up. Fools!

## JACKIE CHAN STUNTMAN

**Q:** Howdy, mate! I know that you love the J-Man as much as I do - that's why you'll help me out with some *Stuntmaster* cheats, right? Okay, well I hope you will. Seriously, I love his work and I bought his new game as soon as I got my hands on it. Now, do you have any cheats that I could, err, 'master'? *Ricky Silver, NSW*

**R:** Enter the following codes on the title screen, Ricky, and you'll be kicking butt like the master in no time. A sound effect will tell you if you have entered the codes correctly. Hidden movie: **←, →, R1, ●, ■, ▲, ▲**

All levels: **L1, ■, ▲, ●, X, R2, R2**

All levels and dragons: **L1, R2, L2, R2, ■, X, X**

## U-RALLY 2

**Q:** Richie, could you please send me some cheats for *U-Rally 2*? You'll be my (and all my mates) hero! *Shannon, SA*

**R:** How could I pass up an opportunity like that? Here's how to unlock everything. On the option screen hit **X** when the Game Progression screen is highlighted and press the following on the menu screen. **L1, R1, ←, →, ←, →, ↑, ↓, ↑, ↓, X, X** and **Select**. Now press **X** over every box on the Game Progress page

## ISS PRO EVOLUTION

**Q:** Hi Richie! Firstly, I have to confess that I was a little sceptical about how good *ISS Pro* was, even after you guys raved on about it being the best thing since sliced bread. I had seen it in action before, but I just thought that it looked like a boring soccer game and in no way could it ever match my beloved *FIFA* games. Well, I hired *ISS Pro* and within 20 minutes I was well and truly hooked! I'm now one of the 'converted' and profess my love for it as much as you guys do. I've got it pretty sorted and

## MEDAL OF HONOR

Use these codes to complete troublesome missions.  
Mission 1: RETTUNG  
Mission 2: ZERSIOREN  
Mission 3: BOOTSINKT  
Mission 4: SENFGAS  
Mission 5: SCHWERES  
Mission 6: SICHERUNG

Mission 7: EINSICKERN  
Mission 8: GESAMTHEIT  
Invincibility: MOSTMEDALS  
Rapid-fire: ICOSIDODEC  
Reflecting shots: GOBLUE  
New multiplayer map: MACOOCOO  
Wire Frame mode: TRACERON  
Infinite ammo: BADCOPSHOW



Just like a movie, Jackie leaps off rooftops and scales walls in *Stuntmaster*.





Final Fantasy VIII is harder than FFXVII, so even experienced players are challenged in some sections.

and you should hear a 'bong' sound if it has worked properly.

I'm glad I now have hero-status – but please don't request for cheats to be sent out individually. Us heroes are busy people, you know...

### PINAL PANTASY VIII

**Q:** Richie, I'm pretty new to the Final Fantasy series and am wondering whether you can give me a quick run-down or some tips on how to make the best use of magic? I'm finding the gameplay style a little confusing!  
*Tynan, NZ*

**A:** A lot of people have complained that the magic is a bit of a weak link in Final Fantasy VIII. It certainly doesn't appear to be as powerful as it was in the last game. But there are ways of making the most of the spells that are littered around.

The most important thing to remember is to stock up on spells whenever you can by using the draw facility. Priority spells should be anything that cures, anything that stops abnormal states and scan spells. The draw points are one place you can pick up easy spells, the other is in battle. It's vital throughout the game that you keep drawing whenever you're attacked. Not only can you choose which spells you want, you can also pick up more Guardian Forces and extra cards.

Remember that you can only draw once you've got hold of a Guardian Force, then you'll be able to experiment with the magic to get the

best effects. A clever way of generating spells is to mix the Guardian Force abilities with a seemingly innocuous item. Try mixing the T Mag-RF ability with the Shear Feather and you'll generate 20 Aeris to scatter about the party.

Use your magic sparingly, as you might waste a valuable spell on something that's unaffected by that particular element. But similarly don't rely on your elementals to do the job, or your Seed ranking will go right down. Which is very bad.

### SPYRO THE DRAGON

**Q:** I know there are three dragons to pick up in level 2 of Dream Weavers, but I can't get to the third one. I can see and hear it but I can't reach it, and I can't finish the game without it. Is this a mistake in the game? Please help, it's driving me mad!  
*Becky, WA*

**A:** Yes, the third dragon in Haunted Towers is a little bit elusive, and you're not the only one to write to us about it, Becky. Try rushing down



the supercharge ramp and sliding through the last door on the right in the room with loads of doors. Supercharge to the left through here and you'll zoom off to the edge of the entrance to the castle. Rush up the first ramp and supercharge jump off into the secret entrance. The fun doesn't stop there. Keep charging through the rooms until you reach the staircase full of armoured ghosts. Fry the wizard at the top and steal a kiss from the fairy. The dragon's nestled in here. Still having trouble? Here are a few cheats to help you out.

99 lives: ■, ■, ■, ■, ■, ■, ●, ↑, ●, ←, ●, →, ●  
Select a level and head for a balloonist: ■, ■, ●, ←, →, ←, →, ●, ↑, →, ↓

### PIPA 2000

**Q:** Help! I can't score in PIPA 2000. The goalies get me every time. How can I get the ball into the net? Have any kicking tips, Richie?  
*Michael Trimballi, Qld*

**A:** Some people have the most extraordinary difficulty getting a ball past the goalkeeper in FIFA. Here's the best way to shoot and indeed score.

First up, check out the 25-yard shot. Run at the goal from an angle of about 45 degrees and toe-punt it from about five yards outside of the area. Even if it doesn't go in you'll probably get a rebound and be able to sweep it in. An extra tip is to duck left or right just before you make your

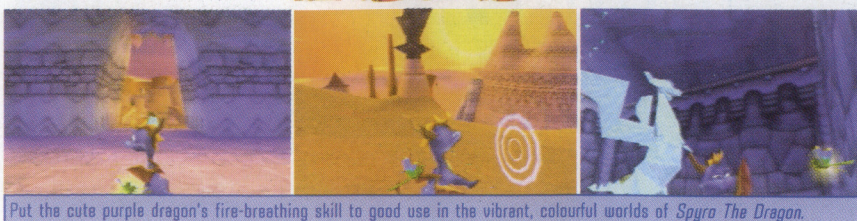
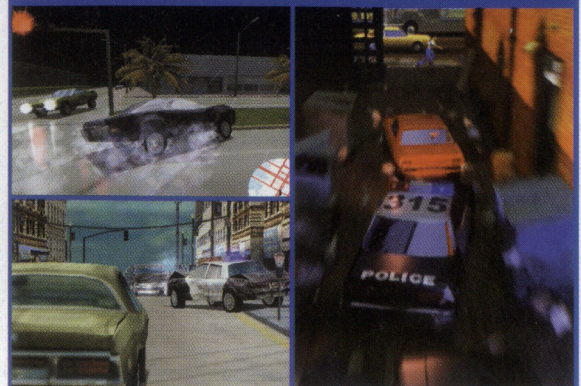


### DRIVER

Recently released on Platinum, Driver can be a touch tricky. Here are a few cheats if you're stuck. Take solace, too, if you can't beat that final level – read on for a few hints.

Invincibility: L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1  
Rear steering wheel: R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1  
Drive a mini car: R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2, L2, L1  
Access the wacky Stilts mode: L2, R2, R1, R2, L2, L1, R2, R2, L2, L2, L1, R2, R1

Now for mission 44, The President's Run. You have to take the premier from the West End to an underground car park in the southeast. Slip past the taxi line by darting through the hole to the right and face the approaching army. Then stay out of the way of the police as best you can, being sure to take the corners slowly.



Put the cute purple dragon's fire-breathing skill to good use in the vibrant, colourful worlds of Spyro The Dragon.



## TERRACON

With a draw distance to die for, *Terracon* is jam-packed with cheeky cheats to spice up your gaming experience. All button combos have to be tapped in after you have activated the Cheat mode by pressing **▲**, **↑**, **●**, **←**, **×**, **↓**, **■** and **←**.

Ever wandered through an environment with insufficient energy? Bash in **■**, **■**, **●**

and **▲** and you'll be topped up to a full complement. Perhaps even more useful is the sequence **■**, **▲**, **■** and **▲**, which brings up a menu enabling you to select a TOPS power-up. Use **←** and **←** to navigate and **×** to choose your upgrade.

If you're feeling particularly challenged by Sony's platformer input **■**, **●**, **●** and **●** for infinite lives. But what are cheats without a touch of fun? Those moments of smilery that brighten our days? **■**, **↑**, **■** and **↓** will cast our alien friend into Drunk mode, and **■**, **●**, **↑** and **↓** will make Xed a rubber man.



Instead of the usual level-by-level approach of most platformers, *Croc 2* enables you to pick and choose between stages.

shot. That'll put the keeper off his line, making it easier for you to punt it in.

Dummying is very effective for scoring goals as the AI is easily fooled. Try veering off in new directions before taking a shot. Even speeding up just before you strike seems to be effective. Keep to all that and you'll be up 28-nil in no time.

## CROC 2

**Q:** I'm hopelessly stuck in *Croc 2*. Can you please give me some cheats? Please?  
*Hylie Gayle, NZ*

**R:** Try keying in this sequence to uncover the great universal cheat – level skips, extra lives

and the like. Hold down **L1** and hit **▲**, **←**, **←**, **→**, **■**, **↑**, **↑**, **←**, **●**. Once that's done hold down **R1** and **R2** to open up the menu. Especially for you, Kyles.

## DINO CRISIS

**Q:** Hey Richie, I'm having a great deal of difficulty getting past the dinosaurs in *Dino Crisis*. Do you have any tips to stop me from getting mauled?

*Alex Johnson, WA*

**R:** One of the problems when dealing with dinosaurs as opposed to zombies is that the scaly fellas are incredibly quick. To get through *Dino Crisis* safely you're going to have to learn how to duck

past them without getting near the sharp end.

You'll find plenty of little velociraptors skulking in the lab. When you meet one don't charge at its head or you'll be eaten alive. Run towards the tail and duck round it. They can't turn on their heels very quickly, so you should be able to get away. Whatever you do don't bounce on the walls on the way past, or you'll slow down long enough to feel a set of fangs attach themselves to your leg.

If you find yourself up against flying pteranodons, the best policy is to zigzag quickly underneath them. Basically they cannot touch you as long as you're moving. Heh, heh.

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# it should be a game

Think you can do better than the professionals? Then send your ideas for PlayStation games to us. We'll print the best and send a real PlayStation game to the winner. Send your entries (which must have a front cover design) to: It Should Be A Game, PSM, GPO Box 4089, Sydney NSW 1028.

## THE NAME OF THE GAME

*Badda-Bing* by Xavier Ennis (Vic) is both funny and interesting. *PSM* would love to see this game made and it's earnt Xavier a copy of *Jackie Chan's Stuntmaster* from Sony. Congratulations!



## THE AIM OF THE GAME

This game would see you involved in the Mafia. Okay, heavily involved! Starting off as a hitman, you 'take out' rival gangs and collect money for your Boss. You're also responsible for protecting your operation by following up any threats and running a crooked casino.

## HOW TO PLAY

The game would be set in the US in the 1940s. Your first missions would involve getting rid of a few 'influential' members of society and you also have to keep in check with the law. You have to sort out the 'good' cops from the 'bad' ones...

## THE PSM VERDICT

This would be a great adventure game and the nature of the storyline would be ideal to incorporate heaps of cool gameplay elements and an intriguing plot. If it was developed well, the humour of this concept wouldn't be lost. *PSM* likes it very much!



9

*Ultimate Robot Fighting League* was sent in by *Futurama* freak Colin Balshaw (WA).

A grappler without grapplers! This is basically a pro-wrestling game, but all the feature characters are from the animated series *Futurama*. So what's the aim? Wrestle, grapple, coathanger and suplex to your heart's content...

This idea pretty much follows the same format as every other wrestling game already in existence. There are three modes – training, career and custom fight – but the main crux of the game is, of course, wrestling (and beating) your opponents.

We like the idea of the *Futurama* characters starring in their own game and it would be hilarious to see them wrestle. But it doesn't feature a lot of ingenuity or anything we haven't seen before. Better luck next time, Colin.



7

Paul and Leanna Bilsborow (SA) want to see more of Crash Bandicoot! *Crash Tennis* is their idea.

*Crash Tennis* would include everything from a straight-out tennis sim as well as other arcade games. Of course, it'd be packed with all the trademark Crash cuteness and loads of unlockable courts and characters.

The three main modes would be Tournament Trophy, Arcade and Crash Bash. There'd be a heap of items (many of them explosive!) and you not only have to win, you have to survive. Four-player mode means frantic doubles fun!

Just like the *Futurama* concept, we've already seen and played games like this one. Anna Kournikova has already beaten the little Bandicoot to the punch, but his biggest fans would still love to see him in his own tennis game.



7

Lola Price (Qld) reckons there aren't enough girls in fighting games. Not content with Chun Li and Nina Williams, she thinks *Bitch Bash* is the answer!

This is a beat 'em up that'd be like *Tekken* crossed with the scrolling qualities of *Double Dragon*. Playing as a, erm, bitch you have to compete with other bitches for weapons and money.

Walk the streets, pick fights and win. Not exactly the type of game that requires a degree in brain surgery to play.

We could go on about all the demeaning and moral hoo-hah, but remember a girl sent in this concept... If you want to protest, direct your complaints to Ms Price herself. Nonetheless, *PSM* does see a tiny inkling of potential.



6

*Xtreme Games 2000*, from Austin Kelsey, is about as extreme as sports videogames can get.

The aim of this baby is to take home all the gold possible, of course. There are heaps of events to compete in (BMX, rollerblading, skating, luge, mountain biking and rock climbing) and remember you gotta stay EXTREME!

With a multiple event format like this, you'd play each sport separately (much like a track and field game, but with plenty of *California Games* flavour!). Thus, the skating, BMXing etc would all be playable sub-events within the game.

We love the idea of a jam-packed game with heaps to do. Austin tells us that all of this would fit onto two discs, but considering that games like *Tony Hawk's* fit onto one, we have doubts over the gameplay quality.



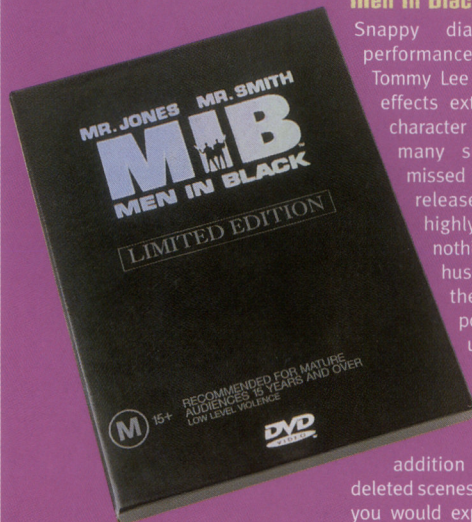
5





## [DOWN LOADING]

### dvd reviews



#### Men In Black

Snappy dialogue and brilliant performances by Will Smith and Tommy Lee Jones give this special effects extravaganza the bubbly character that is lacking from so many similar romps. If you missed this movie when it was released in 1997 then it's highly possible you are nothing more than a lifeless husk being manipulated by the sorts of aliens that populate this movie. In an unusual move, the movie is being simultaneously released as a *Deluxe Collector's Edition* and a *Limited Edition*. In addition to the commentaries, deleted scenes and documentaries that you would expect of special editions like these, there are some really interesting breakdowns of the complex special effects and the explanation of an entire plot thread that was removed to avoid confusing audiences. All the supplementary material compliments the movie and provides an essential purchase for DVD enthusiasts, however, only die-hard fans should consider the *Limited Edition*. **NP**

**Price:** \$37.95/\$55.95 (L.E.) **Rating:** M15+ **Release date:** Out now **Extras:** Commentary, deleted scenes, documentaries, music videos. **Verdict:** The humour overpowers the special effects. **9/10**

### movie review

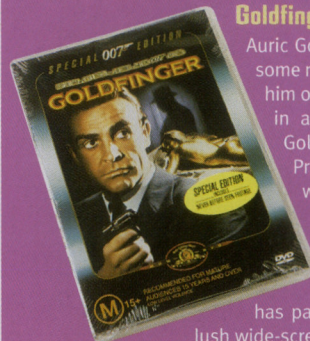


#### Chicken Run

*Chicken Run* is the latest animated claymation movie from Nick Park, the man behind the *Wallace and Gromit* series. Visually, *Chicken Run* borrows a great deal from its predecessor, and while the humour is decidedly different, it does remain essentially British. Set on a York farm in 1950s England, a battery of egg-laying hens and a cranky, retired rooster dedicate themselves to escaping from their 'prison' and their nasty owner Mrs Tweedy (Miranda Richardson). Inspired by a young and handsome rogue of a rooster called Rocky, they all set out to learn how to fly. Rocky (voiced by Mel Gibson) is the new guy in town that leads everyone to believe that he (unlike most other chickens) can actually fly. What results is a heap of great one-liners, visual jokes and a hilarious escape scene that'd rival any explosive-charged stunt from a Hollywood blockbuster for sheer excitement. Eidos' new *Chicken Run* adventure game (based on this movie) is also looking quite good and should be out before you can cry 'foul!' *Chicken Run* is both entertaining and funny. The animation is fantastic and the final scene 'over-the-fence' should not be missed. **RY**

**Rating:** G **Release date:** December 7

**Verdict:** Mark this down as 'one for the family'! **8/10**

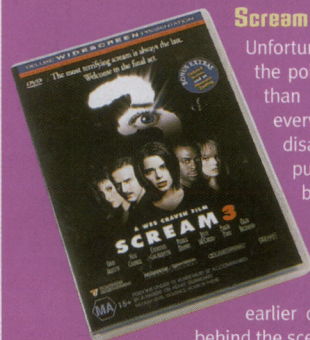


#### Goldfinger: Special Edition

Auric Goldfinger is a millionaire tycoon type with some rosey underworld connections. Suspecting him of gold smuggling, the secret service sends in a Mr James Bond, who quickly digs up Goldfinger's grand plan – to rob Fort Knox. Probably the best Connery 'Bond' movie, with a strangely sympathetic villain (he's rich, but lonely), a hugely unpleasant henchman (Oddjob) and the best quote in the series ("You expect me to talk?" "No, Mr Bond, I expect you to die."). MGM has packed in lots of DVD delights, including a lush wide-screen restoration job and promo films. **AL**

**Price:** \$34.95 **Rating:** PG **Release date:** Out now

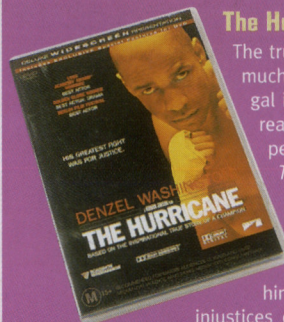
**Extras:** Everything you could want. **Verdict:** Premium Bond. **8/10**



#### Scream 3

Unfortunately the *Scream* series has progressed to the point where the third movie is nothing more than an unoriginal whimper that is guilty of everything the first movie ridiculed. While it is disappointing to see its promising foundations pushed into the background, *Scream 3* is still better than the majority of horror movies out there and boasts a handful of great performances. The bonus supplementary material makes up for the dull commentary by paying homage to the earlier classics and includes many outtakes and behind the scenes footage from the first two movies. **NP**

**Price:** \$34.95 **Rating:** M15+ **Release date:** Out now **Extras:** Commentary, behind the scenes and music videos. **Verdict:** A disappointing conclusion to what could have been a great trilogy. **7/10**



#### The Hurricane

The truly great movies of our time have something much more apparent than a strong plot and a sexy gal in distress. What they have is an element of realism that's fuelled by the humanity of the people that are responsible for making the film. *The Hurricane* is superb. It's a true story that even the hardest of blokes will find endearing. Telling the tale of wrongly-victimised (and jailed) Afro-American boxer Ruben Carter and the people that band around him to free him, *The Hurricane* sets out to address racial injustices of greater society. Denzel Washington plays Carter with fantastic dedication. Inspirational. **RY**

**Price:** \$34.95 **Rating:** M15+ **Release date:** Out now **Extras:** Commentary, featurette, trailer, deleted scenes and sub-titles. **Verdict:** This DVD version has it all. The featurette compliments perfectly. **9/10**



#### Sleepy Hollow

Tim Burton's skewed interpretation of an obscure American fairytale is so typically kooky and stylised, it almost sidelines the business of what's actually going on. There's a killer on the loose in the upstate New York village of Sleepy Hollow. Folks are being decapitated and the murderer is holding on to the heads. But the townspeople have an explanation: why, it's the notorious curse of the headless horseman. Forensic-leaning police investigator Ichabod Crane (Johnny Depp) is the stranger in town who waves away the mumbo-jumbo, believing there to be a conventional explanation. Superb cinematography. **AL**

**Price:** \$34.95 **Rating:** MA15+ **Release date:** Out now **Extras:** Director commentary, trailers, photo gallery. **Verdict:** Necks, please. **8/10**



## net sites

Every month *Official PlayStation Magazine* will bring you the finest sites on the Internet. We'll happily spend endless hours scouring the Web high and low for the best gaming sites for you, just to save you from racking up mammoth phone bills. Aren't we nice? Happy surfing!

### FIVE-MINUTE FUN

[www.newgrounds.com](http://www.newgrounds.com)

There's no such thing as too much fun, and when it comes to surfing the big ol' Web, newgrounds.com is packed with plenty. Any office folk will love taking a break from their rigorous work schedules and checking out the shenanigans here. This comical site has games to kill Britney, he Backstreet Boys, Metallica and N'Sync! A happy employee is a good employee, after all...

### BUILT LIKE A SOLID SNAKE

[www.metalgear.com](http://www.metalgear.com)

The whole gaming community is waiting with baited breath for the return of Solid Snake of *Metal Gear Solid* fame. As you'd expect, the information super-highway is riddled with sites scrutinising Solid Snake's career so far and looking ahead to *Sons Of Liberty*. Visit [www.metalgear.com](http://www.metalgear.com) for a trip down memory lane, with its character profiles, screen shots and TV ads. There's a handy Q&A section with a few pointers for those of you still salivating your way through the original.

### THE NEXT GENERATION

[www.metalgearsolid2.co.uk/pics.htm](http://www.metalgearsolid2.co.uk/pics.htm)

Gamers with an itch for more Snake can surf on over to [www.metalgearsolid2.co.uk](http://www.metalgearsolid2.co.uk). This site has only registered a few hits, but it carries some great images and a few unique features on this mighty new sequel. The best bits about this one is definitely the pics so for those of you that can't wait until the game is released next year (and we know that there are plenty of you!) you should pop in here for a quick squizz.

### THE SNAKE CAVE

[www.konami.co.jp/kcej/products/west/mgs2/english/01.html](http://www.konami.co.jp/kcej/products/west/mgs2/english/01.html)

The official site for *Metal Gear Solid: Sons Of Liberty* is a fairly minimalist and rather dry affair. The pages are cleanly presented, offering info on the designers, and a hyperbolic retrospective of the series so far and things to come. The best thing about it is that you can mail comments and suggestions to the big guns responsible for it.

### FORMULA ONE SUPPORTERS

[www.fosa.org](http://www.fosa.org)

Gamers and racing fans alike have never had a shortage of F1 sims to master and the quality of them are still (thankfully) moving in an upwards scale. This site is the official home of F1 supporters, so before you take to the tracks again on your grey box, check this site out and immerse yourself in the most professional racing class in the world. Who knows, it might even help improve your lap times!

### OII OII OII

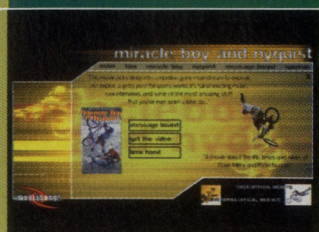
<http://www.geocities.com/topaussieguide/index.htm>

This Web site is a top Aussie. So is the Kingswood. And Fatty and Sterlo. And who could forget Boonie? Or even Ray Martin's wig? To find out more about this hilarious hair-brain site, you really need to check it out for yourself. Tongue-in-cheek fun, but more importantly, a great belly-shaker.

### DAVE MIRRA DOCO!

<http://www.miracleboyandnyquist.com/>

Not only has Dave Mirra teamed up with his good mate and fellow biking extraordinaire, Ryan Nyquist, for his videogame, but the two are set to star in a jaw-dropping documentary on the life of an extreme sports star! The makers of *The Blair Witch Project* are producing the doco, so if that sounds strange enough to interest you, find out more at this official site!



## cd reviews

### Buffalo Tom

#### *Asides From Buffalo Tom - 1988 to 1999*

(Beggars Banquet)



The best of 11 years of good honest grunge-lite rock from the fountain of emotion that is Boston's Buffalo Tom. Starting life as a punk outfit, they slowly shaped their grinding guitars into something more melodic, with a blend of rawk tuneage and sweeping ballads all delivered with Bill Janovitz's 80 Marlboro-a-day vox. The best tracks on this excellent compilation come from 1992's *Let Me Come Over* and 1993's *Big Red Letter Day*. Check out the stomping *Sodajerker*, the howling *Tailights Fade*, and the mournful *I'm Allowed*. An undiscovered gem. Still. **DM**

**Verdict:** Triple A Sides. **8/10**

### The Creators

#### *The Weight*

(EMI)



You gotta love The Creators. Even if American's think they are the only ones worthy of making this style of music and, in the same arrogance, the only ones that should get any form of praise for it... *The Weight*, however, breaks all of these urban myths and has even won over the ears of America's biggest DJs. The Creators' sound is big - jazz stylings coupled with funky bass and a smacking of electronica. Plenty of guest rappers take the mic over the course of this long-player, including Babu from Dilated Peoples, and the lyrics are mixed with both intensity and kick-backed stylings. **RY**

**Verdict:** Someone get these guys down here. **8/10**

### Robbie Williams

#### *Sing When You're Winning*

(Chrysalis)



This cheeky UK chappie brings you his third LP and yet more of his winning matey charm - yep, the ex-Take That man's still the utter exhibitionist/git we know and love/hate. Teaming up with ex-World Party tunesmith Guy Chambers was a masterstroke way back when and the new album's crammed with the same winning formula as before. Thus Robbie does a ballad (*Better Man*), Robbie does *Rocky Horror* (*Forever Texas*), Robbie does George Michael (*Rock DJ*), Robbie, um, does Kylie (*Kids*)... The man's a musical chameleon, even if the album's literally all over the place... **DM**

**Verdict:** Feeling much better, man. **8/10**

### Sekiden

#### *Better Music Through Mathematics*

(Modular)



This EP is the latest offering from Sekiden, the Brisbane popsters that over the last couple of years have developed their own brand of electronic power-pop. While electronic music culture has a pretty big following in this country, it's more on a sub-urban level and there's hasn't been a stand-out release in recent times. Sekiden has built up a reputation as a formidable live act, but this recording is very much on the flat side. Some of the tempo changes are great and even the cuteness of it all is pretty likeable, but realistically it is rather unoriginal and sits on a par with other acts all-too-mediocre. **RY**

**Verdict:** They'll improve with time. **5/10**





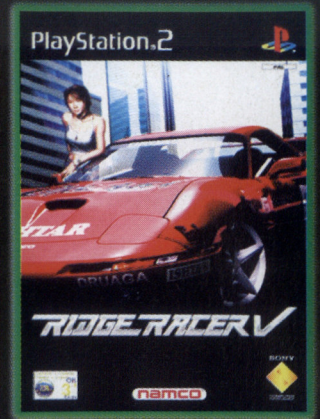


Australia's No.1 retailer for Sony PlayStation® games

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# PlayStation®2 Headquarters

**Available November 30**



Ridge Racer 5 PlayStation®2 Game



Fantavision PlayStation®2 Game



Tekken Tag Tournament PlayStation®2 Game



PlayStation®2  
8MB Memory Card



PlayStation®2  
Dual Shock Controller



**PlayStation®2 Computer Entertainment System**  
The ultimate in home entertainment. PlayStation®2 stands sold separately.

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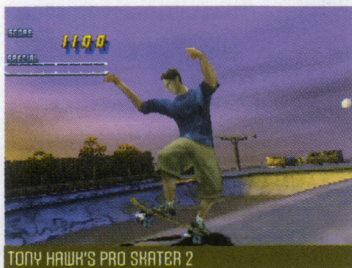




HOW MANY  
HAVE YOU  
PLAYED

92 | officialplaystationmagazine

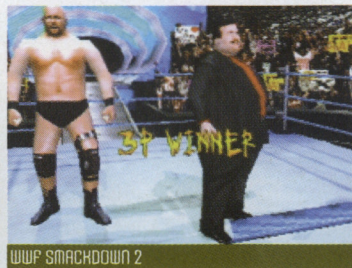




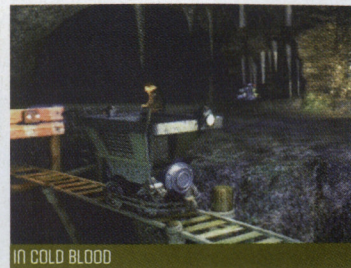
TONY HAWK'S PRO SKATER 2



NEED FOR SPEED: PORSCHE 2000



WWF SMACKDOWN 2



IN COLD BLOOD

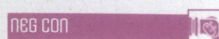
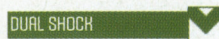
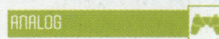
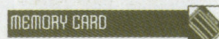
Title	Style	Price	Icons	Description	Score
<i>Need For Speed: Porsche 2000</i>	Racing	\$79.95 NZ\$99.95		Sheer heaven for any Porsche fan. A top racing game with high performance machines.	8
<i>Oddworld: Abe's Oddysee</i>	Platform adventure	\$49.95 NZ\$49.95		Full of bright ideas and originality.	9
<i>Point Blank 2</i>	Shoot 'em up adventure	\$59.95 NZ\$69.95		Highly addictive puzzle game with a gun -- a great sequel with the Doctors.	7
<i>Quake II</i>	First-person shooter	\$89.95 NZ\$99.95		An extremely impressive conversion to the PlayStation. Don't miss this one!	10
<i>Ready 2 Rumble Boxing</i>	Arcade boxer	\$89.95 NZ\$119.95		An entertaining boxing game with more flair than any other!	7
<i>Resident Evil 2</i>	Scary adventure	\$49.95 NZ\$109.95		More horrific, zombie-filled, 3D adventuring.	10
<i>Resident Evil 3 Nemesis</i>	Scary adventure	\$89.95 NZ\$99.95		A brilliant and horrific adventure that will challenge the best gamers.	9
<i>Rollcage Stage II</i>	Futuristic racer	\$49.95 NZ\$99.95		Defy gravity once more in this excellent racer.	9
<i>Shane Warne Cricket '99</i>	Cricket sim	\$49.95 NZ\$59.95		Joy as cricket comes to the PlayStation.	9
<i>Silent Hill</i>	Horror adventure	\$89.95 NZ\$119.95		Plenty of gory stuff packed into this disc -- don't play this game alone.	8
<i>Spider-Man</i>	Adventure	\$69.95 NZ\$99.95		The first truly successful superhero game packed with web-flinging, wall-crawling action.	9
<i>Spyro 2: Gateway To Glimmer</i>	3D adventure	\$39.95 NZ\$39.95		Cute 3D platformer with much charm and challenge.	9
<i>Star Trek: Invasion</i>	Space combat	\$79.95 NZ\$99.95		Impossible, but true -- a fun <i>Star Trek</i> game! The definitive 3D space shooter.	9
<i>Star Wars: The Phantom Menace</i>	3D adventure	\$79.95 NZ\$109.95		Accurate and compelling simulation of an amazing movie.	9
<i>Sydney 2000</i>	Olympic button basher	\$79.95 NZ\$99.95		Easily the best-looking athletics sim on PlayStation. Nothing new gameplay-wise, but great fun.	8
<i>Syphon Filter 2</i>	3D action adventure	\$69.95 NZ\$89.95		Even better than its popular predecessor.	9
<i>Tekken III</i>	Beat 'em up	\$39.95 NZ\$39.95		The beat 'em up to beat all beat 'em ups.	10
<i>Time Crisis</i>	Shoot 'em up adventure	\$39.95 NZ\$99.95		The grooviest, bloodiest lightgun adventure.	9
<i>TOCA World Touring Cars</i>	Driving	\$79.95 NZ\$99.95		The best in the <i>TOCA</i> series by a long margin -- non-stop racing thrills and spills.	9
<i>Tomb Raider: The Last Revelation</i>	3D adventure	\$89.95 NZ\$119.95		Atmospheric, beautiful and well-crafted for unlimited exploration!	10
<i>Tony Hawk's Pro Skater 2</i>	Skateboarding sim	\$79.95 NZ\$99.95		The superb sequel to <i>THS</i> , with an amazing collection of stunts and high-quality animation.	9
<i>Um Jammer Lammy</i>	Musical party game	\$59.95 NZ\$69.95		The wacky sequel to <i>PaRappa</i> with a collection of guitar-based tunes.	8
<i>Vagrant Story</i>	Action RPG	\$79.95 NZ\$99.95		An addictive RPG that borrows from action games set in an original fantasy world.	9
<i>Wipeout 3</i>	Futuristic racer	\$79.95 NZ\$89.95		A great looking racer with an excellent, pumping soundtrack.	10
<i>WWF SmackDown</i>	Wrestling sim	\$89.95 NZ\$99.95		The thinking man's clinch 'em up, <i>SmackDown</i> is a solid, no-nonsense slap and grapple.	8



SYDNEY 2000



FORMULA ONE 2000







## [DOWN LOADING]

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PlayStation  
Magazine



PLAYABLE!

Dave Mirra  
Freestyle BMX  
Formula One 2000  
Sydney 2000  
Grind Session  
Mr Driller  
Terracon

EXCLUSIVE PLAYABLE DEMO

Dave  
Mirra  
Freestyle  
BMX

EXTREME SPORTS SPECIAL



ON VIDEO  
Driver 2  
Superman  
Ducati Life  
LMA Manager 2001

PlayStation

"On your marks, get set..." And they're off. *Sydney 2000* gets an Olympic start, with *Formula One 2000* coming up on the inside as they approach the first leg... *Dave Mirra* and *Grind Session* are neck and neck as *Terracon* takes the lead, with *Superman* not far behind... It's anybody's game.



**Step 1:** Pop up the lid and place *PS2*'s disc into your lucky PlayStation.



**Step 2:** Then it really is as straightforward as pressing **Power** on your machine. Go on, risk it.



**Step 3:** Cue **Sony**, **PlayStation** and then **Powerline** logos. Finally the game name flashes on a funky background. Like this.



**Step 4:** Scroll left and right with the D-Pad to select other demos and then press **Start** to play.



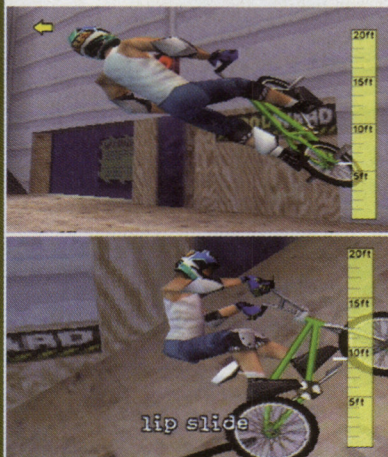
Any problems, just pop your disc in an envelope to this address (left) and we'll send you a replacement.

### DAVE MIRRA FREESTYLE BMX

Publisher: **Acclaim**

Style: **BMX sim**

Program: **Playable demo**



For those of you who aren't familiar with his biking prowess, take it from us that Dave Mirra's The Man. Our demo puts you in one of the game's many cycle parks, Woodward Camp. With half-pipes, bowls and fly-offs there's plenty to damage your knees on and try out the 36 tricks (press **Pause** to bring up a full trick list).

#### Controls

- ▲ Grind/stall
- Modifier
- Trick
- × Jump

R1/R1

L1/L2

↑

←

→

↓

Spin right

Spin left

Accelerate

Left

Right

Brake

#### Additional Features

The full game features 10 pro bikers and includes dirt, street and vert BMXing.

#### Further Information

Head to page 63 of this issue to check out our playtest.

### GRIND SESSION

Publisher: **Sony**

Style: **Skateboarding sim**

Program: **Playable demo**



Now you could be forgiven for thinking that Sony was simply jumping on the Tony Hawk's bandwagon with its new skateboarding sim *Grind Session*. But does it really matter? After all, just because Britney was here first it doesn't mean you'd chuck Christina out of bed now, does it? Pull off any number of cool tricks, rack up the points and generally just have a good time in our exclusive playable demo.

#### Controls

- × Jump (hold for bigger jumps)
- + ←↑↓→ Grabs
- Brake
- + ←↑↓→ Kick and board flips
- ▲ + ←↑↓→ Rail tricks/hand plant/axle stall
- L1/R1 Hard turn (ground)

←↑↓→

↑

←↑↓→

Spin

Transition/exit half-pipe

Combos

#### Additional Features

The full game features a whole host of skating celebs, including Willy Santos, Cara-Beth Burnside and Pigpen.

#### Further Information

Check out the full review in *PSM 38* (page 70).





## SYDNEY 2000

Publisher: **Bidos**  
Style: **Sports sim**  
Program: **Playable demo**

Feeling fit? It's time to participate in some armchair Olympics. You compete in the 110 metre hurdles, sure to test the stamina of your gaming fingers. At the start of the race you'll hear the official announce "Set, go". On the word 'go' alternately tap the power buttons as rapidly as possible (if you start tapping too soon it's a false start, do it twice in Olympic mode and you will be disqualified). The faster you tap the buttons, the quicker you will go. When you reach a hurdle press the action button to jump. At the end use the action button to dip for the line.

### Controls

×/● Run  
■ or ▲ Jump  
■ or ▲ Dip

### Additional Features

The full game features



more events than you could fit down Matt Shirvington's pants, including 100m Sprint, Hammer, Javelin, Triple Jump, High Jump, 100m Freestyle Swimming, Sprint Cycling, Skeet Shooting, Heavyweight Weightlifting, Kayak K1 Slalom and more.

### Further Information

Hop, skip and, um, hurdle straight to the review in *PSM 37* (page 66).

Publisher: **Sony**  
Style: **Action strategy**  
Program: **Playable demo**

## TERRACON

*Terracon* casts you as Xed, an alien whose entire race was wiped out by a super-robot. Now you must stop Terracon destroying the rest of the galaxy. Our demo puts you on an endangered planet that you must save from destruction. To help you, you have a Genergy gun that not only destroys your enemies, but rebuilds structures, too.

### Additional Features

There are a total of nine planets that are in need of Xed's assistance.

### Further Information

Check out our review in *PSM 38* (page 72).

### Controls

←↑↓→ Move (Aim in Sniper mode)  
× Fire  
■ Jump  
▲ Change camera view  
● Quick turn 180 degrees  
L1 Strafe left (run left while firing forward)  
R1 Strafe right (run right while firing forward)  
L2/R2 Sniper mode  
L2 + R2 Hold for Sniper zoom  
Start Pause and open Pause menu  
Select Map-screen/dropship database



## FORMULA ONE 2000

Publisher: **Sony**  
Style: **F1 sim**  
Program: **Playable demo**

It only seems like yesterday that racing fans were awestruck by *Formula One 97*. After 98's debacle, the 99 edition thankfully put the series back on track, and now we are proud to let you get your mitts on the forthcoming *Formula One 2000*. Our demo takes you to the Italian Grand Prix and gives you the choice of driving as one of 22 drivers from 11 GP teams.

### Controls

× Accelerate  
■ Break  
▲ Pit limiter  
R1 Change views  
L1 Back view

### Additional Features

The full game includes all 17 courses from the 2000 season.

### Further Information

Check out our review on page 64.



## MR DRILLER

Publisher: **Sony**  
Style: **Puzzle game**  
Program: **Playable demo**

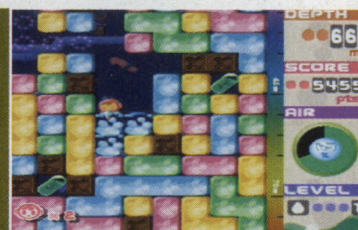
The aim of the game is to dig through coloured blocks and get to the bottom of the stack. Driller's job is made more difficult by a lack of air, leaving him reliant on oxygen capsules scattered about. The brown blocks are harder to destroy and will absorb some of your air, so avoid where possible. Be sure to monitor your air supply closely.

### Controls

←↑↓→ Move/drill

### Additional Features

The full game



features a variety of modes, including Time Attack and Survival.

### Further Information

Check out our review on page 73 of this issue.



## DRIVER 2

Publisher: **Infogrames**  
Style: **Driving game**  
Program: **Video**

*Driver* is one of the biggest-selling PlayStation games these shores have ever seen. Its fun, live life on the edge, danger-loving style of gameplay

epitomised everything that the current generation of gamers wanted from the little grey box. So with a huge success story under its belt already, developer Reflections has certainly got its work cut out if it's to produce a worthy follow-up. But judging from what we've seen so far – the new tracks and cities, the sense of realism and the fact you can get out of the car – it looks like nobody's going to be disappointed. Check out our review on page 58 of this issue to see how it rated.







## SUPERMAN

Publisher: **Virgin**  
Style: **Action/adventure**  
Program: **Video**

Everybody's favourite superhero has finally made it on to everybody's favourite console. Yes, that's right, Superman is coming to a PlayStation near you, and judging by the state of affairs in Metropolis, it's a good thing, too. The evil Lex Luthor has been up to his old tricks again and is causing chaos throughout the city. To help you combat the bursting dam, raging fires and other disasters you possess a certain number of super

powers, including Super Speed, Super Strength, Super Flight, Heat Vision, Freeze Breath, X-Ray Vision and, of course, those overly tight pants (which, if nothing else, are always going to be a winner with the ladies). Up, up and, quite likely, away!



Publisher: **Acclaim**  
Style: **Motorcycle racing**  
Program: **Video**

## DUCATI LIFE



Ducati is to motorbikes what Lamborghini is to cars, so it comes as no surprise that Acclaim has decided to publish a motorcycle racer devoted entirely to them. Aspiring to create a game that's *Gran Turismo* on two wheels, developer Attention To Detail has not only included a great deal of Ducati's history, but everything you'd expect from a top racer, too.

Publisher: **Codemasters**  
Style: **Soccer management sim**  
Program: **Video**

## LMA MANAGER 2001

After the success of the initial *LMA Manager*, Codemasters has gone all out in its sequel, chucking in more stats, teams, players and stadiums. *LMA* is going to be the first soccer management sim to accurately detail all the new team and player stats. It's also officially endorsed by the League Managers Association and licensed by FIFA, and will feature hundreds of clubs across 32 countries, over 300 stadiums and more than 8000 authentic players. With the exception of a social life, what more could you possibly want?

## DOWNLOAD

### How To Use Our Download Cheats

Stick a Memory Card in your PlayStation and pop in the demo. Select Download from the main menu using **✳** and scroll through the saves using **↑** and **↓**. Select the save you want by pressing **✳** and it will be stored on your Memory Card. Now use these cheats on the full copies of your games.

#### MEDIEVIL 2

If Sir Fortesque is stressing you out, use this save to access the very last level.

#### STRIDER 2

This little beauty gives you access to the otherwise unobtainable character, Strider Hien.

#### IN COLD BLOOD

If you're having problems, use this Save to leapfrog to the last level.

#### METAL GEAR SOLID

This puts you near the start of the game, but with a Bond tuxedo, bandanna and stealth suit.

#### DESTRUCTION DERBY RAY

Extra cars, extra tracks – what more could you possibly want?

#### VAGRANT STORY

Remove the mystery of *Vagrant Story* by accessing all areas in the game.

#### GRAND THEFT AUTO 2

This puts you in the final area with all bonus levels open. You've also got infinite health, no law enforcement and the top rating with the Russians.

#### JEDI POWER BATTLES

Prepare to meet your destiny in the last level of this game with Darth Maul.



## take up the challenge

Consider yourself an accomplished player? *PSM* dares you to put your skills to the test. The following challenges have been set by the gaming Gods in the *PSM* team to test your mettle.

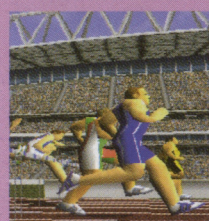
### Grind Session

It's time to skate and destroy! On top of all the big scoring opportunities, *Grind Session* is packed with technical lines and other interactive objects to help you earn bonus points and time. Using legendary pro Ed Templeton, we went you to score at least 38,000 points in the demo's level, as well as smashing all the stereotypes for those vandal points. Gnarly, red, sickdog.



### Sydney 2000

With Olympic fever well and truly over, it is a good thing we've got the Official *Sydney 2000* game so we can re-live Cathy Freeman's 400m dash or even re-write history and get Hyle Van Der Hup home in the hurdles. This month's demo is as good a place to start as any, so you better warm up those digits! Competing in the hurdles, we challenge you to run a time of at least 13.85 seconds. Get those running spikes on!

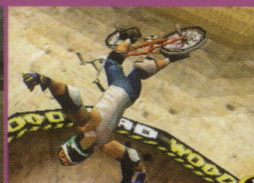


## HIGH SCORE TABLE

Our *Colin McRae Rally 2.0* challenge in *PSM* 37 proved both popular and very competitive. With this bunch of results, it seems the flying Scotsman himself would be up for quite a challenge! Andrew Gallagher screamed across the finishing line in a time of 2:19:30, beating Keith Playford by an impressive five seconds. Andrew requested a copy of *Sydney 2000*, which is in the post!

### Colin McRae Rally 2.0

1. Andrew Gallagher	(NSW)	2:19:31
2. Keith Playford	(NSW)	2:24:30
3. Kerry Purt	(QLD)	2:25:66
4. Ben Wilkins	(NSW)	2:27:51
5. Booka Wilson	(NZ)	2:28:28
6. Peter Johnson	(QLD)	2:29:00
7. Marty White	(QLD)	2:30:77
8. Gavin McLean	(WA)	2:31:21
9. William Fowler	(WA)	2:32:24
10. Brendon Boulding	(QLD)	2:38:79



## challenge of the month Dave Mirra Freestyle BMX

This month's exclusive demo disc is a far cry from the days of Nicole Hidman and her band of mischievous *BMX Bandits*. After taking a spin round one of the big tracks from the full version of *Dave Mirra Freestyle BMX*, the hot-shots at *PSM* Towers have spun, stalled and wheel-tapped their way to massive scores.

Reckon you can match us? Better still, think you're good enough to embarrass the team? Send in your high scores to the usual address. As a guide, don't bother wasting your postage pennies if you're unable to clock up at least 35,000 points. And remember to keep in mind those combos and grinds!

Name: \_\_\_\_\_  
Age: \_\_\_\_\_  
Address: \_\_\_\_\_  
\_\_\_\_\_  
State: \_\_\_\_\_ Phone: \_\_\_\_\_  
Points Score: \_\_\_\_\_  
Choice of Prize: \_\_\_\_\_  
Evidence: \_\_\_\_\_

Tips for taking photographs: Using a fast film and turning off the flash to cut down on screen reflection, point the camera at the telly and snap away. The darker the room, the better.

Tips for taking videos: We only need you to record your score, so pop in a video (you'll need a spare channel on the video for your PlayStation) and press Record.

Send this coupon and proof of your score to: Take Up The Challenge, Official PlayStation Magazine, PO Box 4089, Sydney NSW 1028. Entries close November 21. Sorry, but we cannot return videos and photographs unless you include a self-addressed envelope with the appropriate postage paid.



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- Alien Resurrection - Video
- Prince Naseem - Video
- This Is Soccer 2 - Video
- The Legend Of Dragoon - Video
- And a Tenchu 2 surprise!





# famous last words 28 days



28 Days' Simon Hepburn (second from right) makes sure he packs his grey box next to the Marshall stacks and drum risers on the tour bus.

28 Days' guitarist Simon Hepburn has a game collection that rivals *PSM Towers*' and his PlayStation has its own special road case for when the band tours. No points for guessing whose butt gets kicked when the grey box gets left behind...



Pictures courtesy of Mushroom/Sputnik

**Official PlayStation Magazine:** What's up, Hep?

**Simon Hepburn:** Hey man! We just got back from Tassie!

**PSM:** You guys played down there?

**SH:** Yeah, it was good. Tassie's a good place! As long as the shows fill up, then anywhere is good!

**PSM:** Your singles *Rip it Up*, *Sucker* and *Goodbye* have had a fair bit of success. Starting out, did you guys envisage that this would happen?

**SH:** It's sort of hard to decipher which songs are going to 'do it' for you because every song we write we pretty much like. Some songs, though, like *Sucker*, we've always known that that had a kick-arse riff.

**PSM:** How are you handling the band's growing popularity?

**SH:** It's awesome. The energy is so much more full on. You walk out and as soon as the crowd sees you picking up your guitar they just go nuts! It's insane.

**PSM:** How did the band name come about?

**SH:** It came from a parking fine actually... As all bands do, we sat around and tried to think of a name that was original, that means something, but at the same time doesn't mean anything. We were in the old rehearsal studio kicking it about and our old drummer came up with it. The rest of us were just like, 'Yeah, that sounds alright,' and so we went with it!

**PSM:** As simple as that, eh? **PSM** has heard that you're pretty big on games...

**SH:** I play my PlayStation flat out, dude. I've been playing a lot of different games actually. I've got that game *Chrono Cross 2*. That was alright. I've been a bit sick so I've been lying around in bed a lot and playing. *Spider-Man*, that was heaps good. I'm trying to kill Mysterio at the moment. What else? *Dave Mirra's BMX*, which is unreal. It's awesome man. It's just like *Tony Hawk's*, but on a BMX.

**PSM:** Do you buy most games as soon as they come out?

**SH:** Yeah, I do actually. And I get right on into 'em!

**PSM:** Do you BMX or skate?

**SH:** I skate but I haven't been able to much over the last year because I've been touring, drinking way too much beer and getting fat as. But yeah, I try and skate a bit. On one of our first film clips I'm on there popping a bit of a meloncollie, which is alright. I probably couldn't do it these days, though. Yeah, I love skating man, and I surf and snowboard whenever I can, too. I've been playing *Grind Session* with

Daewon Song and Willy Santos and that. That's pretty awesome, but I'm finding it pretty hard to finish with some of the vert skaters. I'm hanging to get *Tony Hawk 2*.

**PSM:** How often do you reckon you play then? At least once a day?

**SH:** Oh, easy man [laughing]! My PlayStation has its own road case, dude. It comes everywhere with me. I've even got two different connections depending on what hotel we're staying at. Some shitty hotels don't have the straight AV inputs, they've [only] got the old RFs.

**PSM:** Heaps of musos seem to take PlayStations on tour.

**SH:** Yeah, because there's not always a lot to do. You know, you might leave the pub after a sound check in the middle of Woop Woop or wherever, so it's like 'I'm off back to the hotel to play some *Tony Hawk*...'

**PSM:** Do you get into games like *Res Evil*?

**SH:** It was alright. Actually I really like the *Syphon Filter* games. I finished both of those. I thought the first one had better gameplay. I just got *Sydney 2000*, too. The weightlifting's good. It's a crack-up trying to get the weightlifters going.

**PSM:** How many games do you own?

**SH:** Oh, around a hundred, dude! Heaps man. Some of them I haven't even played yet. I've got these crazy aviation games, and even some Japanese game called *Deep Freeze* or something.

**PSM:** How long have you played games?

**SH:** Well, I had a Super Nintendo, but I reckon that [the games] were shit. I used

to really love *California Games* on Sega. Even the surfing on that one was unreal. Have you seen that game *Surf Riders*? That game's alright but they can do heaps better than that I reckon. Yeah, as soon as the 'Player' [the PlayStation's nickname] came out and I saw the graphics on there, and how much more in-depth it all was, I was like 'Yeah, I'll have one of those'. I've even finished all three *Tomb Raiders*. I love the fact that you can just stay in bed all day and not be bored.

**PSM:** Have you checked out PlayStation2?

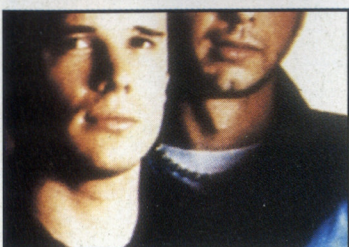
**SH:** Yeah, man, I have. We were in Japan earlier this year and it was unreal. Oh man, the graphics in *Ridge Racer V* and the sparks coming off... Just the whole thing. It kicks arse. And the whole DVD thing is just gonna be awesome!

**PSM:** Cool Simon, that'll be sweet...

**SH:** Cheers, man!



"My PlayStation has its own road case, dude. It comes everywhere with me..."





A photograph of a bouquet of orange and yellow daisies and chrysanthemums, tied with a white ribbon featuring a geometric pattern, resting on a dark surface next to a light-colored vertical object.

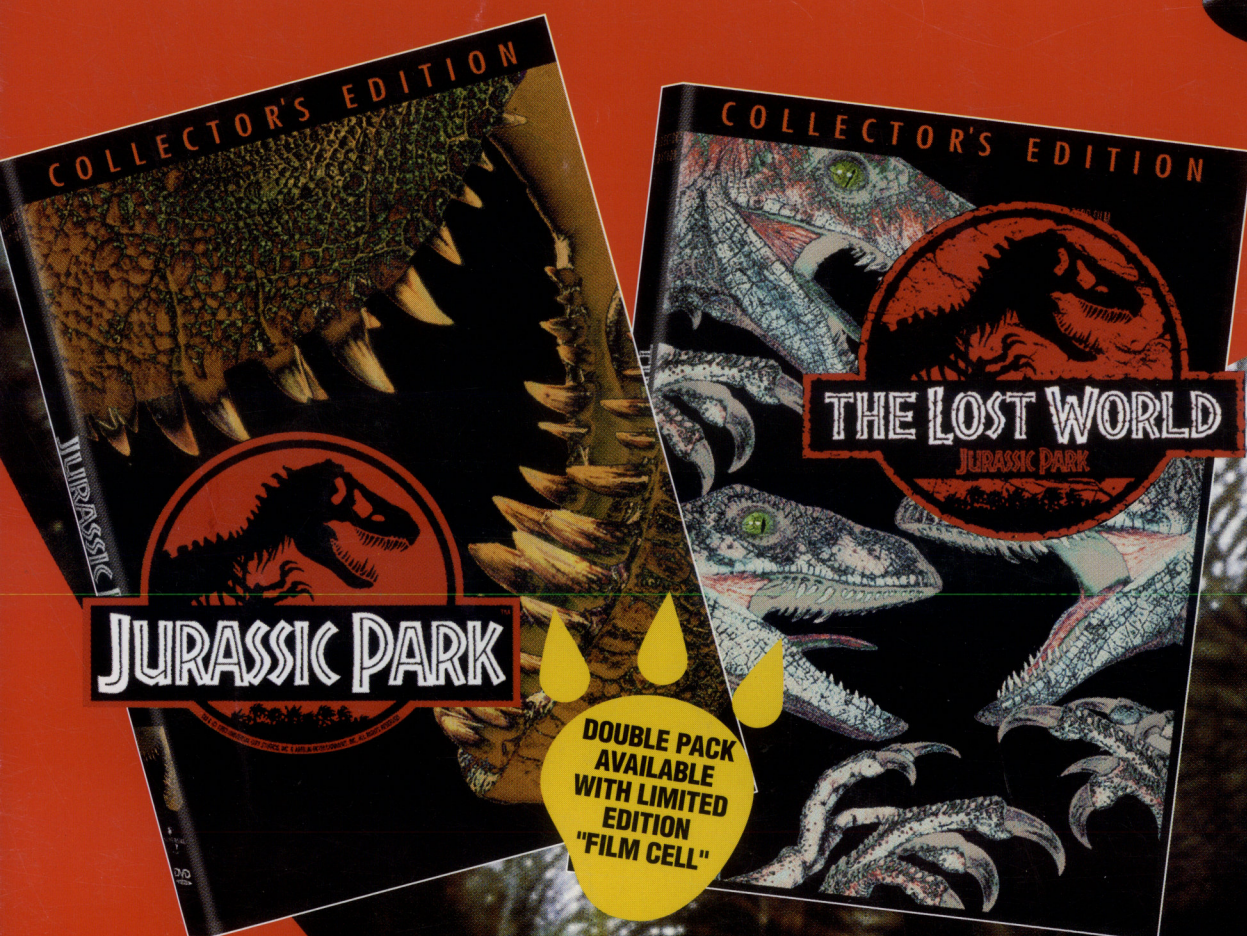




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